PRIMA'S OFFICIAL STRATEGY GUIDE

All 215 Capsules Revealed!

DRAGON BALL Z®

BUDOKAI 武道会™

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FUNimation Productions, Ltd.

INFOGRAMES™

This game has received the following rating from the ESRB

TEEN

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CONTENT RATED BY ESRB

PRIMA'S OFFICIAL STRATEGY GUIDE

Eric "ECM" Mylonas

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CONTENTS

PROLOGUE 1

GAME BASICS 4

GAME MODES 8
- Story Mode 8
- Duel Mode 8
- World Tournament Mode ...8
- Practice Mode 9
- Edit Skills 9
- Options 9

THE SAIYANS 10
- Goku® 11
- Kid Gohan® 13
- Teen Gohan® 16
- Great Saiyaman™ 18
- Trunks™ 20
- Raditz™ 23
- Vegeta® 26
- Nappa™ 29

HUMANS 31
- Krillin® 32
- Tien™ 35
- Yamcha® 38
- Hercule™ 40

ALIENS 42
- Piccolo™ 43
- Frieza® 46
- Zarbon™ 49
- Dodoria™ 51
- Captain Ginyu™ 53
- Recoome™ 57

ANDROIDS 58
- Cell™ 59
- Android 16™ 62
- Android 17™ 64
- Android 18™ 66
- Android 19™ 68

THE BATTLEFIELDS 70

STORY MODE 74
- Saiyan Saga 74
- Namekian™ Saga 76
- Androids™ Saga 79

CAPSULES, SKILLS, AND CUSTOM CHARACTERS 85

CAPSULES COMPENDIUM ..88

SECRETS 100

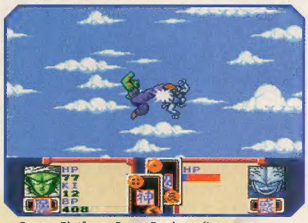
INTERVIEW 106

PROLOGUE

AN ENERGY BLAST FROM THE PAST

Across many chapters in the ongoing Saiyan saga, Goku® and the Z Fighters have battled it out in the realm of bitmaps and polygons. What follows are but a few of their tales....

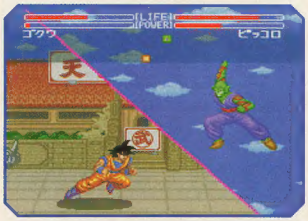
DRAGON BALL Z® LEGEND OF THE SUPER SAIYA-JIN



• Source Platform: Super Famicom (Japanese Super Nintendo)

The very first of the *Dragon Ball*® games on Nintendo's Super Famicom (Japanese Super NES), *Legend of the Super Saiya-Jin*, is a role-playing game (RPG) that actually predates the Game Boy® Advance RPG by a full *decade*. The game takes place at the very beginning of the *Dragon Ball*® saga.

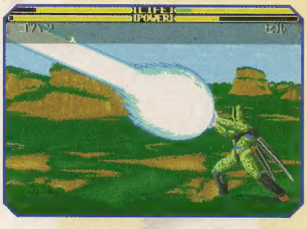
DRAGON BALL Z® SUPER BUTODEN

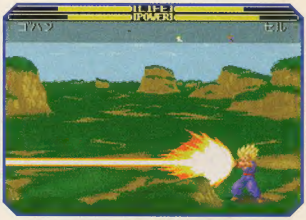


• Source Platform: Super Famicom (Japanese Super Nintendo)

This was the very first *Dragon Ball*® fighting game on the Super Famicom and was an admirable effort at the time. Take your pick of Goku®, Piccolo™, Frieza®, and others, and fight through the majority of the *Dragon Ball*® saga.

DRAGON BALL Z® SUPER BUTODEN 2





• Source Platform: Super Famicom (Japanese Super Nintendo)

Because one is never enough (especially when it sells spectacularly well), there was a second *Dragon Ball*® fighting game on the Super Famicom. This time the game is set just as the Cell™ games are getting under way, but the plot soon deviates through some wicked twists and turns.

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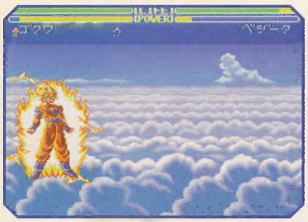
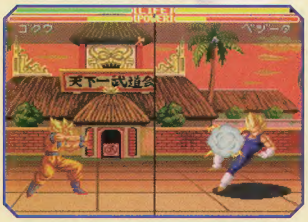
Dragon Ball Z® Super Butoden 3





• Source Platform: Super Famicom (Japanese Super Nintendo)

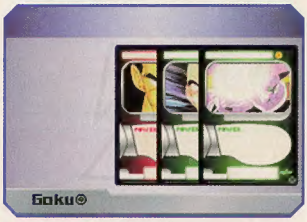
The third in the series of Super Famicom fighters, this one, arguably, didn't stack up to the previous chapter. However, the graphics are noticeably improved and the gameplay is no slouch, either.

Dragon Ball Z® Final Bout

• Source Platform: PlayStation

This one is something of the Holy Grail for *Dragon Ball*® fans: it was the only *Dragon Ball*® game released in America, until 2002. It's a fighting game and is based on the follow-up series: Dragon Ball® GT *not* "Z."

Dragon Ball Z®: Collectible Card Game



• Source Platform: Game Boy® Advance

One of two *Dragon Ball*® Game Boy® Advance games, this one is a collectible card game. What that means is that you put together a deck of cards and battle your friends (or the computer) for domination of the "Z" universe. Winner scores new cards, and the loser, well, tries again.

Dragon Ball Z®: Legacy of Goku®

• Source Platform: Game Boy® Advance

The other *Dragon Ball*® game on Game Boy® Advance, this one brings the series full circle from the first Super Famicom title—it's a full-blown RPG adventure. Control Goku® and fight your way through the "Z" universe, meeting your friends (and enemies) along the way.

Dragon Ball Z®: Legendary Super Warriors

• Source Platform: Game Boy® Color

The third *Dragon Ball*® title of 2K2, Dragon Ball Z®: Legendary Super Warriors takes a cue from the *Dragon Ball*® fighting games of the past and marries them to a variation on the GBA Collectible Card Game, only this time Game Boy® Color owners get their own title to crow about.

THE FUTURE IS NOW

Though some were mighty, they all ultimately succumbed to the tides of time. And though many are interred here, there are at least twice as many again left to be chronicled, ranging from the world of Saturn to the confines of the NES and even a couple of outings in the vastness of the arcade scene.

But nothing can prepare you for what comes next....

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GAME BASICS

GREETINGS FROM EARTH

Welcome to the world of *Dragon Ball Z*®: *Budokai*™. Whether you're a longtime fan of the series, a fan of fighting games in general, or a newbie to both, you'll find a lot to like.

Before you take off, convinced that you're more than enough to take on Cell™, Frieza®, and the whole insidious cast of foes, it's a good idea to come to grips with the basic moves.

What follows are the bare essentials of manipulating the various warriors at your disposal. These moves are the foundation for the advanced moves that will lead you into the elite world of combos.

BUDOKAI 101

PUNCH (■)

Punches are one of the three basic building blocks of a good offense. Every character can combine hammer blows into a very basic combination that'll lay out most combatants.

KICK (▲)

Sternum-shattering kicks are available to each and every character, and you can string them together for a very basic combo.

KI BLAST WAVE (●)

The final essential attack move is the Ki Blast Wave. At its most basic, each character can hurl a low-powered energy bolt across the screen at his (or her) foe. By combining the Ki Blast Wave with punches and kicks, you can lay waste to foes with combos, such as Goku's® Kamehameha or Cell's™ ultra-devastating Spirit Bomb.

GUARD (✕)

As good as your offense might be, it won't do you any good if you don't engage in an adequate defense. You can't win without a good defense.

PUNCH AND KICK (R1)

Although you'll get the same effect from pressing punch and kick at the same time, this key combo allows you a shortcut. It may not be sporting, but fighting's dirty business. In most cases, this move involves two fists put together to send an opponent skyward. In most cases, it'll feed a foe a nice dirt sandwich. You can also hold it down to build up an even more devastating blow.

PUNCH AND GUARD (R2)

R2 allows you to combine two buttons: punch and guard. This is the basic throw move for every character. It's great for grappling with players who enjoy sitting back and blocking too much. Just walk up, press R2, and watch them fly!

BUDOKAI 201

ADVANCED KICK/PUNCH (D-PAD+■ OR ▲)

If you press the D-Pad left or right while hitting punch or kick, you'll unleash an even more powerful attack. These can be painful in their own right, but their main use is to act as links for building better combos (see "Budokai Masters" for more information).

GATHER KI (HOLD ✕ AND DOUBLE-TAP AND HOLD LEFT OR RIGHT)

The key to most of the moves beyond the basics lies in your fighter's ability to build up his Ki meter, which rests just below the life bar. Some attacks require more Ki than others, but the fastest way to build up Ki is to hold block and double-tap and hold left or right (away from your opponent). You also can build up Ki by landing kicks and punches.

Deflect/Return: (✕ Just before Being Struck by a Ki Blast)

If a foe insists on abusing the Ki Blast attack, you can remedy that by deflecting or returning his energy at him. Press ✕ just before you're hit and you'll send the incoming bolt happily away. Time it just right and the bolt heads back to your slack-jawed opponent.

Dodge (↓ or ↑+✕)

Sometimes it's just a good idea to get out of the way (for example: from a very angry Raditz™). Or maybe someone just doesn't want to stop blocking and you need to approach from another angle. In such cases, pressing up or down on the D-Pad along with ✕ will let your character sidestep left or right. This move is handy for maneuvering an enemy into a wall or getting away from the edge of the ring in a World Tournament match.

Dash (Double-Tap and Hold ← or → toward Opponent)

Sometimes you'll send a foe flying across the screen and you'll need to cover a lot of ground rapidly. By dashing, you'll make it there in record time to continue the drubbing.

Transform (■+▲+✕ for Certain Characters)

Some of the Z Fighters can transform into more formidable versions of themselves. Goku®, Gohan®, and Cell™ (among others) get enhanced offensive capabilities and can sometimes perform special attacks.

Recover (✕ Just as Character Lands)

If you get knocked down by a foe, just as you're about to hit the ground, pressing ✕ allows your character to land on his feet, ready to fight again. If your foe is too close, he'll continue attacking as you're recovering.

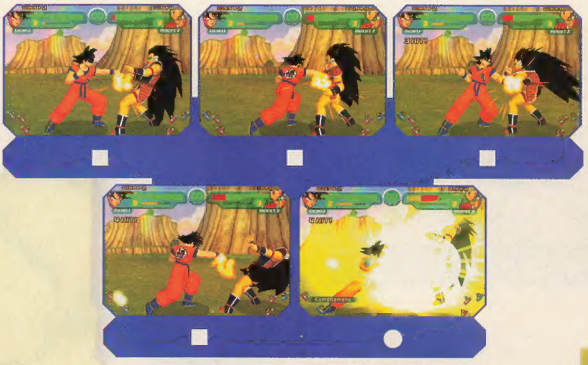
BUDOKAI MASTERS

Combos

If you've ever played a fighting game before, you're familiar with various combo systems. If you're new, though, pay attention.

com·bo
n. pl. **com·bos**
1. *Music*: A small jazz band.
2. *Informal*: The product or result of combining; a combination.

Combos in *Dragon Ball Z®*: *Budokai™* don't refer to a "small jazz band," they're the "product or result of combining"—punches, kicks, and various other debilitating attacks in this case. Combos are a series of moves, strung together, that can't be blocked after the first hit.



Goku's® Kamehameha.

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For example, successfully completing Goku's® Kamehameha combination results in the receiving party taking four punches, capped off by an energy blast. During this drubbing, as long as you land the first hit and follow through properly, you'll complete the combo for multiple "free" hits. During this abuse, your foe has no chance to block, unless you mistime a hit or are too far away to complete the combination.

Timing and placement are key. If you aren't close enough to a foe when you launch the combo, there's an excellent chance that one of your first blows will push the antagonist away. This allows time for him to block, then retaliate between your blows while you're wide open.

Likewise, if you don't press the buttons in precisely the right rhythm (experimentation in Practice mode will give you a good idea of a character's attack tempo), you'll be left holding the bag as your enemy rearranges your face or escapes to prolong his life. Timing your blows becomes even more important when you build upon the pre-set combos with links.

Advanced Combos

Once you feel comfortable landing the many pre-set combos, you're ready to link smaller combos into bigger and better combos. For example, here's how you might build on Goku's® Kamehameha for maximum effect:

Linked with:

Followed up with:

Equals pain.

There are literally tons of combos to be found by linking various small combos (three to four hits) with other small combos to devastating results. This is the stuff that separates the intermediate players from the masters.

Experiment with the various links (the enhanced punches and kicks) and see which combos lead into each other. Before you know it, the fight will be over.

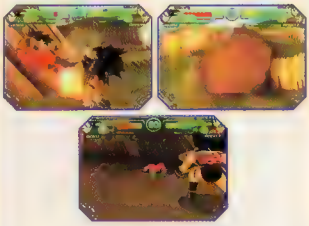
OTHER TACTICS

Walled In

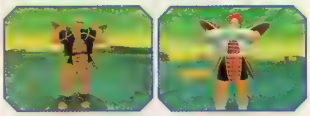
Combos can be tricky to pull off because of the reaches of various characters. Clearly, the larger fellows with the longer reaches are easier to use. However, you can back an opponent against a wall and shatter his jaw (and ego) by pinning him and relentlessly thrashing him. Not only will he take ample damage from the combo, but the impact with a stationary object (such as a pillar or a mountain) takes a toll, too.

This technique also gives you access to the "hidden" areas in each stage. Backing enemies into certain areas of certain levels and delivering a wicked combo or energy punch sends them reeling into another area.

If they're really unlucky, they'll pass through a mountain on their way.

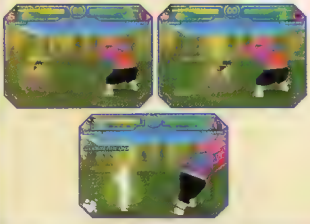


Dealing with the Meatheads



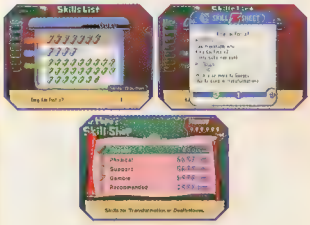
The meatheads of the game (Recoome™, Nappa™, Dodoria™) move more slowly and are more resistant to damage than the smaller and quicker characters (Gohan®, Krillin®). They also tend to turtle (that's fighting game talk for hanging back and blocking a lot), waiting to deliver their nasty attacks unitil after you've spent yourself punching and kicking their upraised arms.

In these cases, use a guard break to force them to drop their block. Any character with a transform power (Goku®, Gohan®, Cell™) can dash in and use their transformation to crush the guard of any character, opening them up for an attack.



Another effective method to employ when dealing with turtles involves dodging to a foe's side or back and launching an attack from there. If they want to make like a statue, chisel away from another angle.

CAPSULES—LITTLE, COLORFUL, DIFFERENT



While playing *Dragon Ball Z® Budokai™* you will receive tons of brightly colored capsules, produced by the corporation run by Dr. Brief™ and Bulma™. You receive them for completing chapters or you can purchase them through Mr. Popo's™ shop. (See explanation in "Capsules, Skills and Custom Characters.") They're the lifeblood of the game, playing a role in everything from increasing the number of moves in a character's repertoire to unlocking additional fighters and Dragon Balls®.

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GAME MODES

BEHIND THE DRAGON BALLS®

Dragon Ball Z®: Budokai™ features everything you've come to expect from the best of today's fighting games. Let's look at what's behind each Dragon Ball®.

ONE STAR DRAGON BALL®: STORY

The first and most intense mode is the Story mode. You'll play the role of various Z Fighters as they battle through key points (based faithfully on episodes from the series) in three epic *Dragon Ball Z®* storylines: the Saiyan Saga (episodes including "Mysterious Alien Attack!" and "Super Duel!"); the Namekian™ Saga (episodes including "Let's Go To Namek™!" and "Frieza®? Or Vegeta®?"); and the Android™ Saga (episodes including "A New Threat" and "Vegeta's® Confidence!").

TWO STAR DRAGON BALL®: DUEL

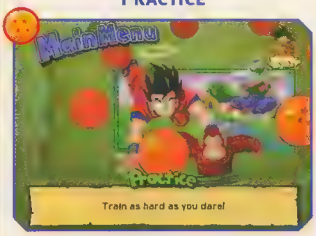
A fighting game wouldn't be a fighting game without a versus mode. Pick your Z Fighter and pit him or her against any of the other characters you've collected. Although you start with only five fighters, ample playtime in Story mode, World Tournaments, and spending money in Mr. Popo's™ Skill Shop soon increases your roster to more than 20. Modes include: 1P vs. 2P, 1P vs. COM (computer), COM vs. 2P, and COM vs. COM.

THREE STAR DRAGON BALL®: WORLD TOURNAMENT

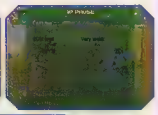
While taking out your frustrations in Duel mode can be rewarding, World Tournament will see you taking on various Z Fighters in a single elimination tournament across Novice, Adept, and Advanced difficulties. Beat each skill level and you'll be rewarded with Zenie to spend in Mr. Popo's™ shop. You'll also unlock new characters, and more.

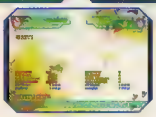
GAME MODES

Four Star Dragon Ball®: Practice

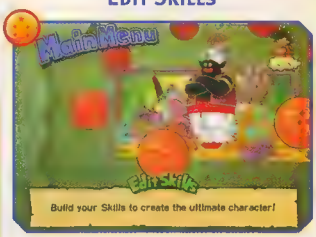


Can't seem to get Goku's® third Kamehameha down cold? Cell's™ Spirit Bomb got your spirits down? Tien's™ Domination Blast dominating your every waking minute? Then take a brief flight over to Practice mode to hone your combos to a razor's edge on willing (or unwilling) computer-controlled punching bags.





Five Star Dragon Ball®: Edit Skills



Apparently, it isn't enough that *Dragon Ball Z® Budokai™* gives the player access to 23 of the finest Z Fighters. No, the people at Dimps and Infogrames decided that for the experience to be sufficient, you should be able to custom design your own fighter by combining capsules (and bloodlines) from the various warriors. The capsules unlock new abilities, skills, characters, difficulty levels, and Dragon Balls®.

Six Star Dragon Ball®: Options

Default controller settings not to your liking? Difficulty too low for a master such as yourself? Traipse over to the Options screen and adjust a multitude of in-game parameters at your leisure.

Seven Star Dragon Ball®: ???

Ah, a mystery! What awaits those that are strong enough to capture the seventh Dragon Ball®? Mayhem, mystery, and perhaps the Her-, ah, but that would be telling.... Guess we'll just have to wait and see (or you could thumb ahead to the handy "Secrets" section for the lowdown).

THE SAIYANS

Born long ago of a primeval force on a faraway planet, the Saiyans grew and developed into a warrior race so devastating and relentless that their planet itself did not survive the centuries of destruction.

SOURCE: Dragon Ball Z® Official Website (http://www.dragonballz.com), Courtesy of FUNimation®.

NOTE

THE FOLLOWING CHARACTER SECTIONS CONTAIN ALL THE CHARACTERS AVAILABLE IN *DRAGON BALL Z® BUDOKAI™* AND THEIR DEFAULT MOVES. NOTE THAT ONLY GOKU®, GOHAN®, PICCOLO™, TIEN™, AND KRILLIN® ARE IMMEDIATELY USABLE IN DUEL MODE. THE REST MUST BE UNLOCKED BY SATISFYING VARIOUS REQUIREMENTS VIA STORY MODE AND TOURNAMENT MODE. YOU CAN ALSO ADD OTHER SPECIAL ATTACKS BY CUSTOMIZING A CHARACTER USING SKILL CAPSULES.

GOKU®

GOKU® IS THE HERO OF *DRAGON BALL Z*®, THE MOST POWERFUL WARRIOR ON EARTH AND THE FIRST TO BECOME SUPER SAIYAN IN OVER 1,000 YEARS.

WHEN THE SAIYANS ARRIVE, GOKU® LEARNS THE MYSTERIOUS SECRET OF HIS OWN PAST: HE IS A SAIYAN FORMERLY NAMED KAKAROT™. GOKU® WAS SENT TO EARTH AS A BABY TO GROW UP AND DESTROY THE PLANET, BUT A HEAD INJURY AS A CHILD SCRAMBLED GOKU'S® PROGRAMMING. INSTEAD OF GROWING UP TO BECOME A DESTRUCTIVE SUPER-WARRIOR, HE BECAME INNOCENT AND PURE OF HEART, FIGHTING FOR GOOD.

GOKU® IS PEACEFUL, GOOD NATURED, HONEST, LOVING TO HIS FAMILY AND FRIENDS, LOYAL, TRUSTWORTHY, BRAVE. IF HE HAS A WEAKNESS, IT IS HIS TRUSTING NATURE. HE ALWAYS FINDS THE "GOOD" IN PEOPLE WHEN OTHERS DON'T SEE IT, THOUGH GOKU'S® ENEMIES SOMETIMES TAKE ADVANTAGE OF HIS NAIVE TRUST.

HE ORIGINALLY TRAINED UNDER MASTER ROSHI® AND WEARS HIS SYMBOL UNTIL HE TRAINS UNDER KING KAI™. THEN HE WEARS KING KAI'S™ SYMBOL.

GOKU® GROWS UP AND MARRIES CHI-CHI™. TOGETHER THEY HAVE TWO SONS: GOHAN® AND (IN THE FUTURE) GOTEN™.

SOURCE: DRAGON BALL Z® OFFICIAL WEBSITE (HTTP://WWW.DRAGONBALLZ.COM), COURTESY OF FUNIMATION®.

1P

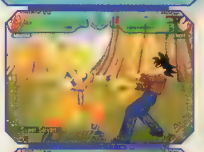
2P

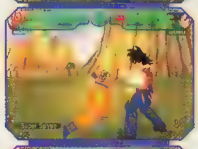
TAUNT

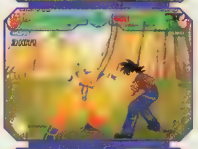
POWER-UP (KING KAI™x2, x5, x10, SUPER SAIYAN)

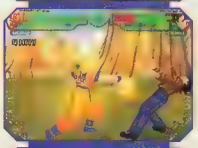
■+▲+✕

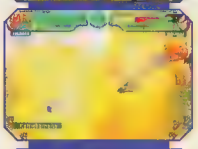
KAMEHAMEHA (A): 1 KI GAUGE USED











■,■,■,■,●

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Kamehameha (B): 1 Ki Gauge Used

■,→+■,■,●

Kamehameha (C): 1 Ki Gauge Used

→+▲,■,■,■,●

Zanku Fist: 1 Ki Gauge Used

▲,▲,→+▲,▲,●

Dragon Throw: Near the Opponent

■+✕

GOHAN®

Named after his adoptive grandfather, Gohan® is Goku® and Chi-Chi's™ eldest son. He is idealistic, good, and pure like his father. Gohan® reveals his tremendous fighting potential when the earth is threatened. His heritage as part Saiyan and part human, make him stronger than if he were of one race alone.

With Goku's® departure to the next dimension and the imminent arrival of Saiyans stronger than Raditz™, Gohan® is key to the survival of Earth. Thus Piccolo™, a former enemy of his father, joins forces with the good guys and trains Gohan® for the upcoming battle. Over time, Gohan® becomes friends with Piccolo™, looks up to Piccolo™, and even wears similar clothing.

Although initially a wimp, Gohan's® training in the wilderness and subsequent fighting make him both brave and loyal. Following the fight on Earth, Gohan® is determined to go with Bulma™ and Krillin® to Namek™ to collect the seven Namekian Dragon Balls® and help out his friends on Earth—especially since he feels he let them down during the fight on Earth.

Gohan® is key to the good guys' success on Namek™, risking his own life to save Dende™, collecting Dragon Balls®, traveling to see Guru™ who awakens a power sleeping within him, battling the Ginyu Force™, etc.

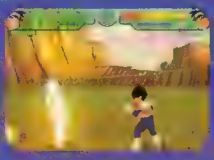
SOURCE: Dragon Ball Z® Official Website (http://www.dragonballz.com), Courtesy of FUNimation®.

1P

2P

TAUNT

Unlock Potential: With 3 or more Ki Gauges



X+■+▲

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Masenko (A): 1 Ki Gauge Used

▲, ▲, ➔ + ▲, ▲, ●

Masenko (B): 1 Ki Gauge Used

➔ + ■, ■, ➔ + ■, ■, ●

Kamehameha (A): 1 Ki Gauge Used

■, ■, ■, ■, ●

Kamehameha (B): 1 Ki Gauge Used

■, ■, ⬅ + ■, ■, ●

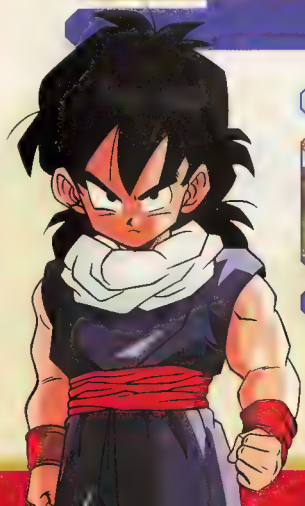
THE SAIYANS

Killquick: 1 Ki Gauge Used

✚+■,■,▲,▲,●

Continuous Ki Blast Wave: 2 Ki Gauges Used

■,■,▲,▲,●



Hurricane Kick: Near the Opponent

✕+■

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Teen Gohan®

This is Gohan® a few years after his initial appearance. His moves have changed somewhat and he's generally more powerful than Kid Gohan®.

1P 2P Taunt

Super Saiyan: With 4 or more Ki Gauges

✕+■+▲

Kamehameha (A): 1 Ki Gauge Used

■,■,■,■,●

Kamehameha (B): 1 Ki Gauge Used

■,■,←+■,■,●

THE SAIYANS

Kamehameha (C): 1 Ki Gauge Used

→+■,■,→+■,■,●

Instant Killquick: 1 Ki Gauge Used

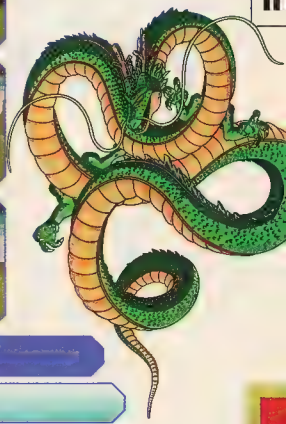
←+■,■,✥,✥,●

High-Speed Hammer: 2 Ki Gauges Used

■,■,▲,▲,●

Jackhammer: Near the Opponent

■+✕



Fierce Ranma: 3 Ki Gauges Used

▲,▲,←+▲,●

Great Saiyaman™

During high school, Gohan® adopts a secret identity when fighting bad guys: the Great Saiyaman™. He transforms into the Great Saiyaman™ with a simple push of a button on his Transformation Band watch.

Initially, Great Saiyaman™ wears a helmet. Gohan® eliminates this from his wardrobe when entering the World Martial Arts Tournament. As any type of armor is not allowed.

SOURCE: Dragon Ball Z® Official Website (http://www.dragonballz.com), Courtesy of FUNimation®.

1P 2P Taunt

Justice Finisher: 1 Ki Gauge Used

▲,▲,➔+▲,●

Justice Flash: 2 Ki Gauges Used

➔+■,■,■,■,●

Justice Dynamite: Near Opponent

■+✕

Justice Carnival: 3 Ki Gauges Used

→+▲,▲,▲,●

Justice Punch: 1 Ki Gauge Used

■,■,■,■,●

Justice Kick (A): 1 Ki Gauge Used

■,■,▲,▲,●

Justice Kick (B): 1 Ki Gauge Used

▲,▲,→+▲,→+▲,●

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TRUNKS®

TRUNKS® IS THE SON OF BULMA™, A HEADSTRONG TECHNICAL GENIUS, AND VEGETA®, ONE OF THE MOST POWERFUL FIGHTERS IN THE *DRAGON BALL Z*® UNIVERSE. HIS EXACT AGE IS NOT CERTAIN, BUT HE FIRST APPEARS IN *DRAGON BALL Z*® IN HIS MID TO LATE TEENS.

HE IS FROM THE FUTURE AND HAS WITNESSED A THREAT TO EARTH WHICH CANNOT BE STOPPED IN THAT TIME. HE HAS COME BACK IN TIME TO TRY TO SAVE THE EARTH OF HIS TIME, ONLY TO FIND OUR HEROES ON EARTH FACING THEIR OWN PERIL.

MUCH TO THE AMAZEMENT OF OUR FRIENDS, TRUNKS® IMMEDIATELY TURNS SUPER SAIYAN AND DEFEATS FRIEZA® AND KING COLD™. HE GIVES GOKU® MEDICINE TO PREVENT HIS DEATH FROM HEART DISEASE AND TELLS THEM OF EARTH'S COMING PREDICAMENT.

THE Z FIGHTERS IMMEDIATELY GO INTO TRAINING, AND TRUNKS® RETURNS TO HIS OWN TIME. TRUNKS® RETURNS TO OUR TIMELINE AGAIN IN THE ANDROID™ SAGA TO ENSURE THAT THE ANDROIDS™ DO ARRIVE ON EARTH. HE IS ALSO BORN DURING THIS SAGA, SO WE HAVE THE OPPORTUNITY TO SEE HIM BOTH AS A TEENAGER AND A BABY AT THE SAME TIME.

HE CONTINUES TO EXIST AS A BOY AND A TEEN UNTIL THE END OF THE CELL™ SAGA, WHEN THE OLDER TRUNKS® RETURNS TO HIS ORIGINAL TIMELINE.

SOURCE: DRAGON BALL Z® OFFICIAL WEBSITE (HTTP://WWW.DRAGONBALLZ.COM), COURTESY OF FUNIMATION®.

1P 2P TAUNT

SUPER SAIYAN: WITH 3 OR MORE KI GAUGES

■, ▲, ✕

Buster Cannon (A): 1 Ki Gauge Used

■,■,■,■,●

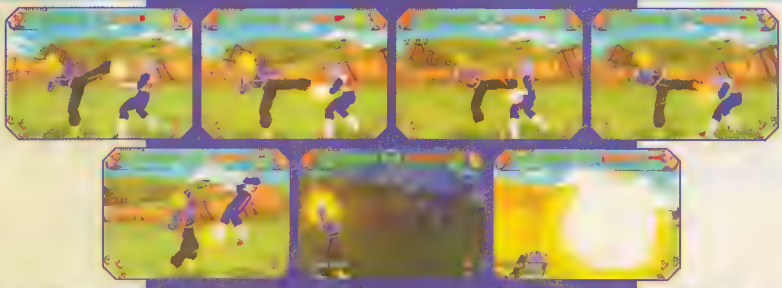
Buster Cannon (B): 1 Ki Gauge Used

→+▲,■,■,■,●

Finish Buster (A): 1 Ki Gauge Used

■,→+■,■,●

Finish Buster (B): 1 Ki Gauge Used



▲,▲,→+▲,→+▲,■,●

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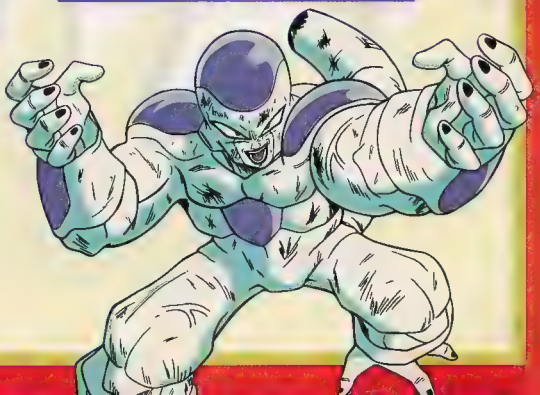
Burning Attack: 3 Ki Gauges Used (After Super Saiyan)

Blast Attack: 1 Ki Gauge Used

Rapid Fall Slash: Near the Opponent



RADITZ™

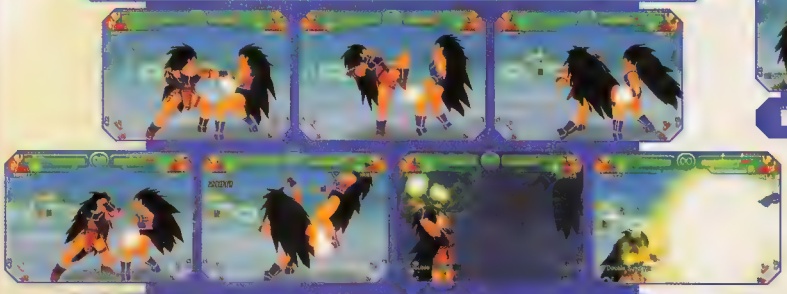
A strong, powerful Saiyan warrior, Raditz™ comes to Earth originally to look for Goku®, his brother. Angry and intolerant, Raditz™ can't understand why it has taken so long for his little brother to destroy the helpless humans.

Ruthless like all the Saiyans, Raditz™ plays on Goku's® emotions, lying to his confused brother to avoid being destroyed. The minute he is saved however, he instantly turns on Goku®. His last words reveal that two even more powerful Saiyans will be coming to earth in one year in order to destroy it. And, unfortunately, his Scouter (technologically advanced eyepiece which gives location and power rating of opponents) transmits information about the Dragon Balls® to the Saiyans.

SOURCE: Dragon Ball Z® Official Website (http://www.dragonballz.com), Courtesy of FUNimation®.

1P 2P TAUNT

Double Sunday (B): 1 Ki Gauge Used



←+▲,■,■,■,●

Double Sunday (A): 1 Ki Gauge Used

■,■,■,■,●

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Saturday Crush (A): 1 Ki Gauge Used

■,→+■,■,●

Saturday Crush (B): 1 Ki Gauge Used

→+■,■,■,▲,●

Exciting Year: 1 Ki Gauge Used

▲,▲,→+▲,▲,●

Weekly Special: 2 Ki Gauges Used

→+■,■,■,■,●

Day Crush: Near the Opponent

■+✕

Dynamite Monday: 3 Ki Gauges Used

➔+▲,▲,▲,●

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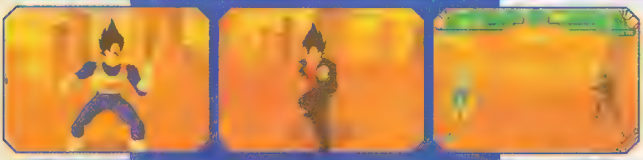
VEGETA®

VEGETA® IS A POWERFUL SAIYAN. HE IS A "SUPER ELITIST" AND A PRINCE, THE SON OF KING VEGETA®, PAST RULER OF THE SAIYANS.

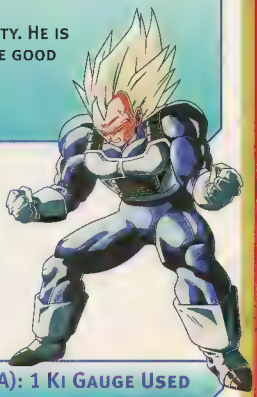
VEGETA® AND HIS COMRADE NAPPA™ ARE TWO OF THE LAST SURVIVING SAIYANS. THEY COME TO EARTH TO DESTROY ALL LIFE AND SELL THE PLANET. THOUGH PHYSICALLY SMALLER THAN GOKU®, VEGETA® CAN POWER UP TO UNBELIEVABLE LEVELS DESTROYING ENTIRE PLANETS. HE IS A FIERCE RIVAL OF GOKU'S®, STRIVING ALWAYS TO SEEK POWER LEVELS HIGHER THAN GOKU® AND TO REACH SUPER SAIYAN.

AMBITIOUS AND DETERMINED, VEGETA® WANTS THE DRAGON BALLS® TO GAIN IMMORTALITY. HE IS DETERMINED TO DESTROY FRIEZA®. AFTER THE NAMEK™ SAGA HE FIGHTS ON THE SIDE OF THE GOOD GUYS AND BECOMES THE FATHER OF TRUNKS®.

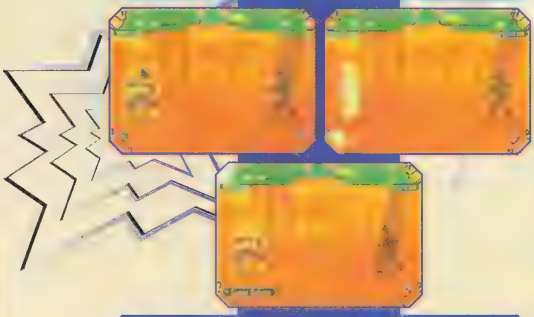
SOURCE: DRAGON BALL Z® OFFICIAL WEBSITE (HTTP://WWW.DRAGONBALLZ.COM), COURTESY OF FUNIMATION®.



1P 2P TAUNT



SUPER SAIYAN: WITH 4 OR MORE KI GAUGES

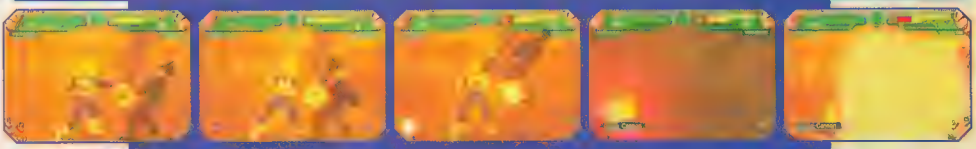


■+▲+✕

GALICK CANNON (A): 1 KI GAUGE USED

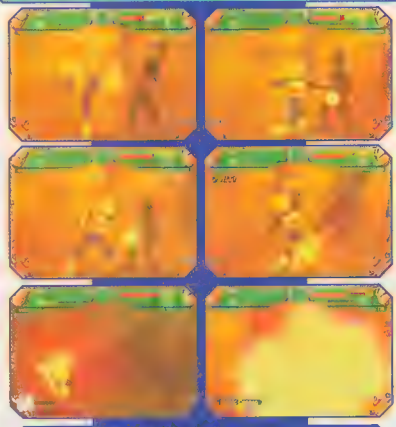
■,■,■,■,●

Galick Cannon (B): 1 Ki Gauge Used

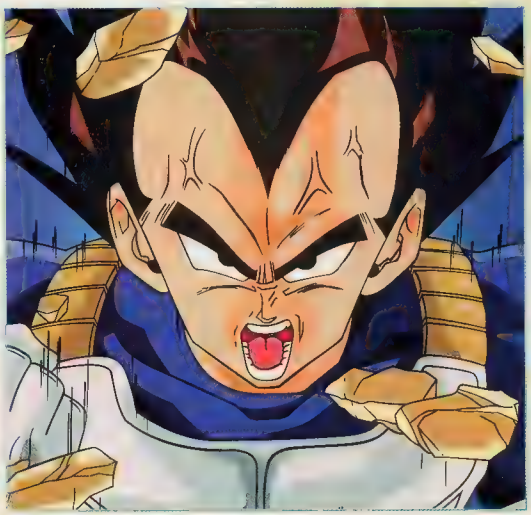


■,→+■,■,●

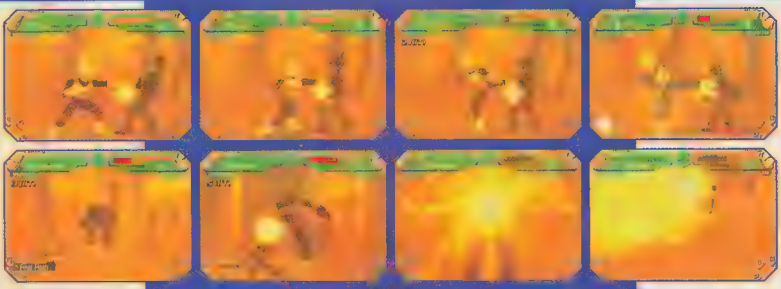
Galick Cannon (C): 1 Ki Gauge Used



→+▲,■,■,■,●



Final Flash: 2 Ki Gauges Used



■,■,▲,▲,▲,●

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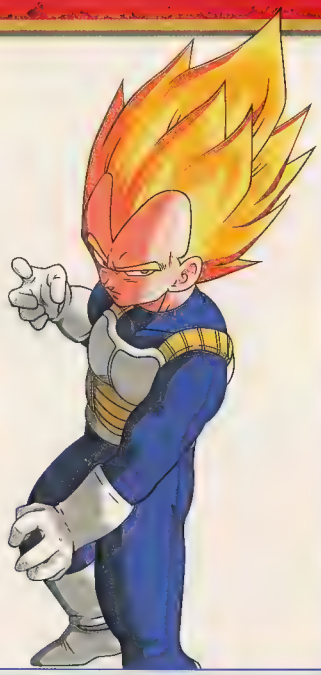
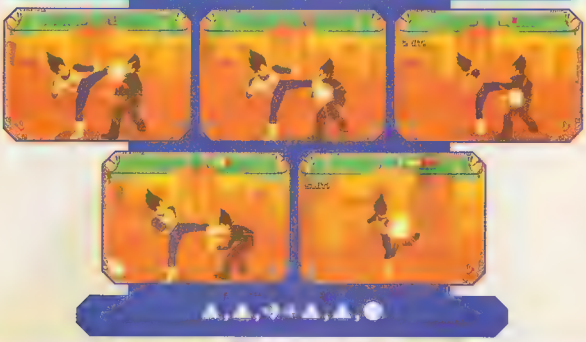
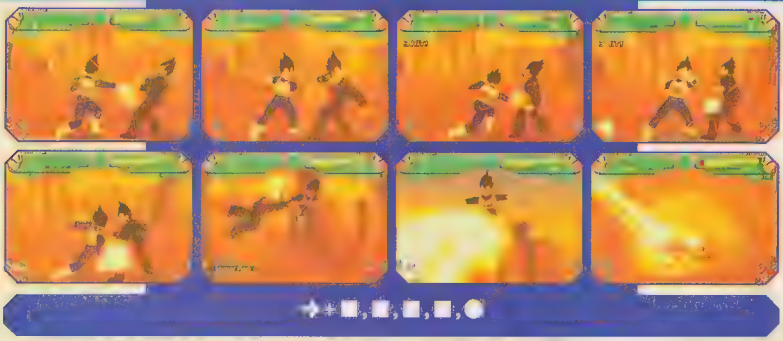


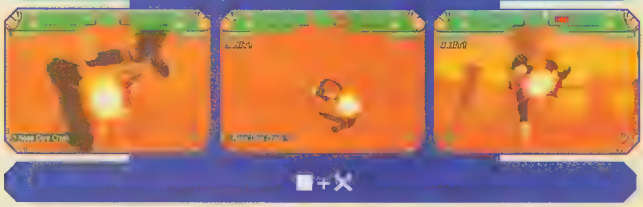
Final Bash: 1 Ki Gauge Used



Meteor Flash: 2 Ki Gauges Used



Nose Dive Crash: Near the Opponent



NAPPA™

Fellow warrior and Saiyan with Vegeta®, Nappa™ comes to Earth with Vegeta® to destroy it.

This muscular Saiyan does much of the early fighting on Earth including eliminating Piccolo™, Yamcha®, Tien™, and Chiaotzu™ either directly or indirectly through the Saibamen™.

Nappa™ may have more brawn than brain and gets overexcited and careless when fighting. Vegeta® coaches him to calm down and states that he can win the fight.

It is during his Kamehameha beam attack on Gohan® and Krillin® that Goku® swoops in with his Kaioken attack to thwart Nappa™. Nappa™ is inferior to and afraid of Vegeta®—and for good reason. When Nappa™ loses the fight to Goku®, Vegeta® turns on him and immediately eliminates him for his weakness.

SOURCE: Dragon Ball Z® Official Website (http://www.dragonballz.com), Courtesy of FUNimation®.

1P

2P

Taunt

Break Cannon (A): 1 Ki Gauge Used

■,■,■,■,●

Break Cannon (B): 1 Ki Gauge Used

→+▲,▲,▲,←+▲,●

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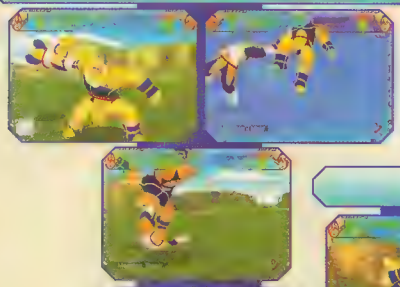
Giant Attack: 1 Ki Gauge Used

▲,▲,▲,→+▲,●

Megaton Throw: Near the Opponent



■+✕

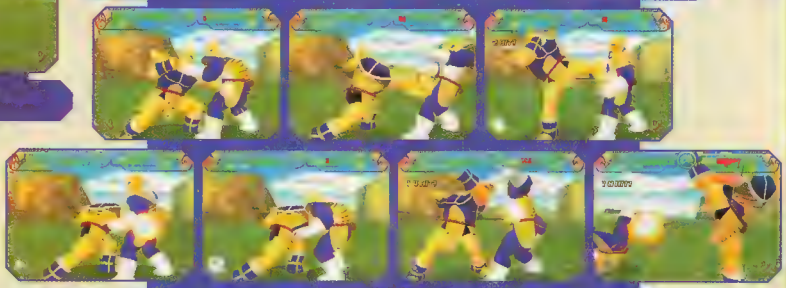
Bomber DX (A): 1 Ki Gauge Used

→+■,→+■,■,→+■,●

Bomber DX (B): 1 Ki Gauge Used

→+▲,■,■,←+■,●

Breakstorm: 3 Ki Gauges Used



■,■,▲,●

Humans

While they may not have the natural gifts of the Saiyans, Humans are a formidable lot with intense training. Krillin®, Tien™, and the others have gone toe-to-toe with their foes and come out relatively unharmed. They are a force to be reckoned with.

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KRILLIN®

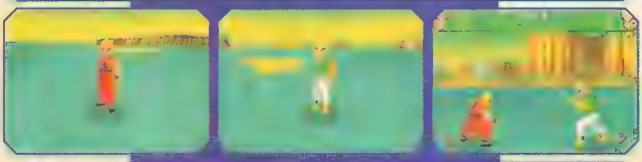
As a young boy, Krillin® studied martial arts with Goku® under Master Roshi®. Originally, he and Goku® were fierce rivals, but now they are best friends.

A short, bald warrior, Krillin® provides comic relief in tense situations as he tries to keep up with Goku® and some of the other more powerful warriors. A good fighter on his own accord, he's always there to help Goku®. He can and has saved his friend's life more than once. In fact, Krillin® unleashes an incredibly powerful energy blast shaped like a flying disk that can slice through mountaintops.

Goku® constantly encourages Krillin® to have confidence in his own abilities as Krillin® learns to be a remarkable fighter—that is, for an earthling. Loyal, courageous, and dedicated to his friends, Krillin® is willing to fight against the Saiyans even though he doesn't want to die and knows that he can't be brought back to life again by the Dragon Balls®.

Krillin® and Gohan® become very close friends through their adventures on Earth and Namek™, and Krillin® would do anything for Gohan®.

SOURCE: Dragon Ball Z® Official Website (http://www.dragonballz.com), Courtesy of FUNimation®.

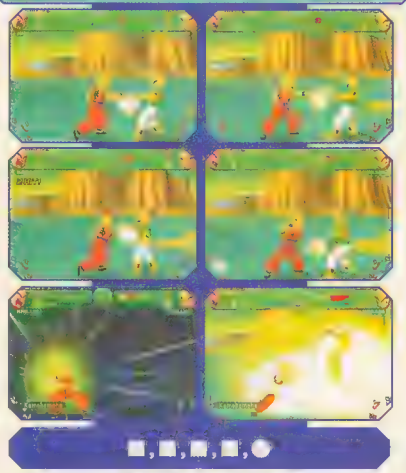


1P 2P TAUNT

Unlock Potential: With 3 or More Ki Gauges

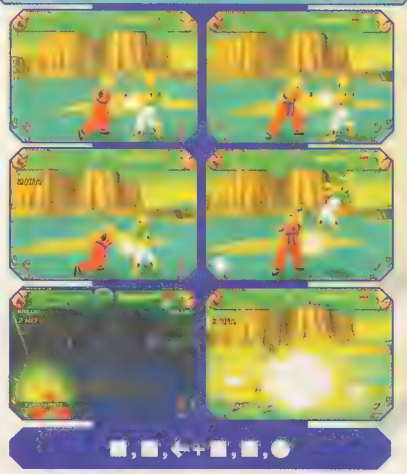
■+▲+✕

Kamehameha (A): 1 Ki Gauge Used



■,■,■,■,●

Kamehameha (B): 1 Ki Gauge Used

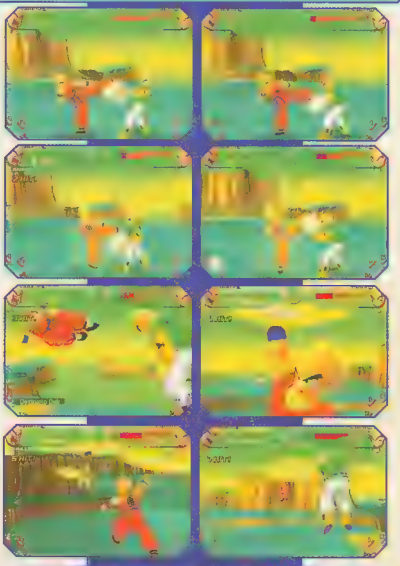


■,■,←+■,■,●

Kamehameha (C): 1 Ki Gauge Used

→+■,■,→+■,■,●

Destructo Disk: 2 Ki Gauges (After Unlock Potential)



▲,▲,→+▲,▲,●

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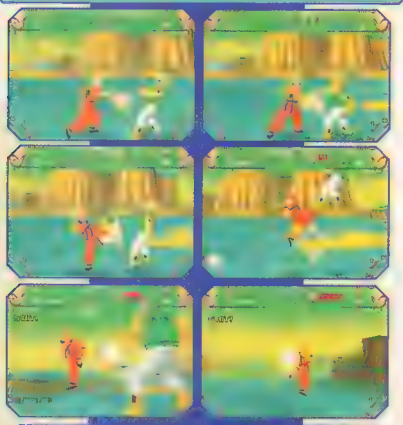
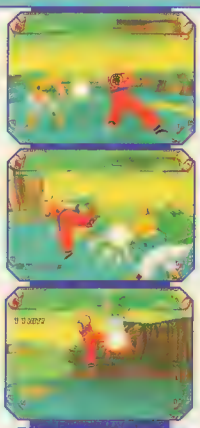
Zanku Fist: 1 Ki Gauge Used



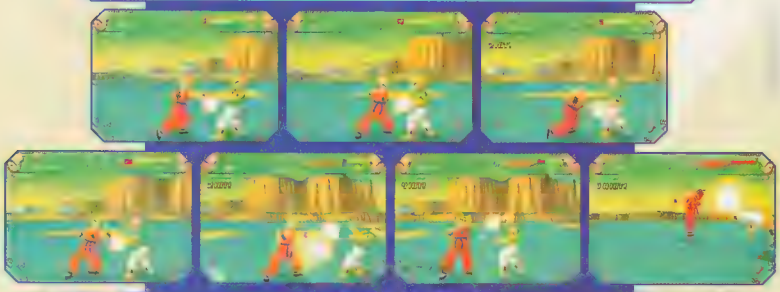
→+■,■,▲,▲,●

Jackhammer: Near the Opponent



■+✕

Berserk Fist: 3 Ki Gauges Used



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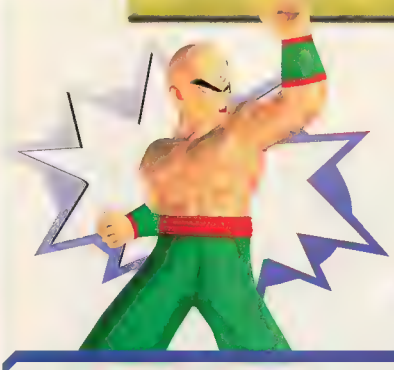


Tien™

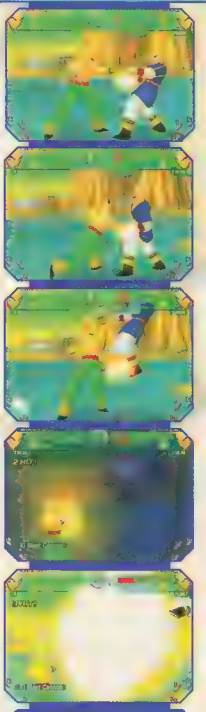
Master Roshi's® rival, Tien™ switched sides and became a Z Fighter. He beat Goku® at a worldwide martial arts tournament, is able to stop a waterfall with a blast, and can crush rocks on his head. His fighting techniques include the ability to hover in the air, throw concentration bombs, blind with flashes of light, and split into two or four separate entities.

Tien™ is excited about being trained by Kami™ and willing to fight against the Saiyans despite the odds. He volunteers to be the first to fight against the Saibamen™, wins the battle, and goes on to fight against the Saiyans.

SOURCE: Dragon Ball Z® Official Website (http://www.dragonballz.com), Courtesy of FUNimation®.

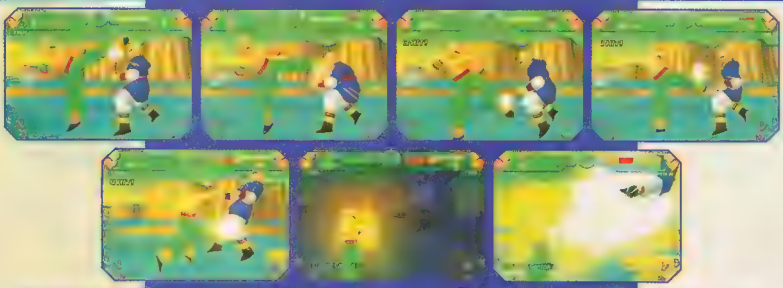
1P | 2P | Taunt

Ki Blast Cannon (A): 1 Ki Gauge Used



■,→+■,■,●

Ki Blast Cannon (B): 1 Ki Gauge Used



▲,▲,→+▲,→+▲,■,●

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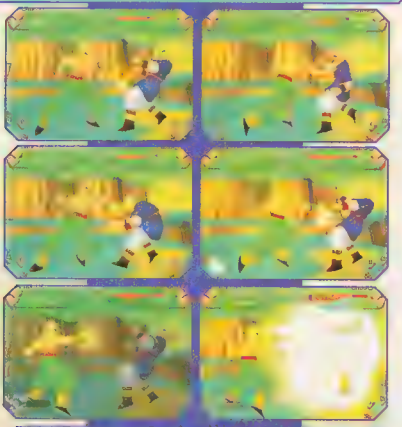
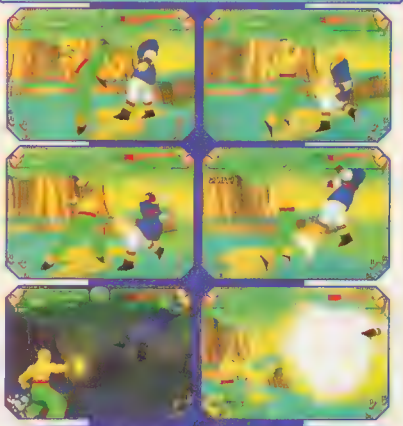
Dodompa (A): 1 Ki Gauge Used



■,■,■,■,●

Dodompa (B): 1 Ki Gauge Used



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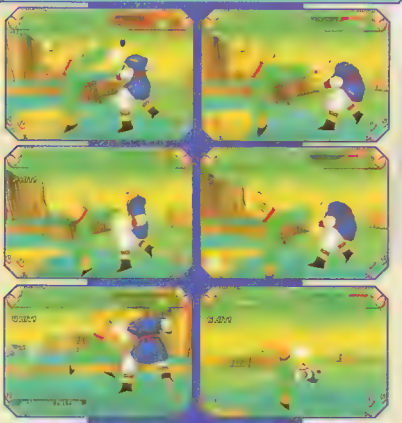
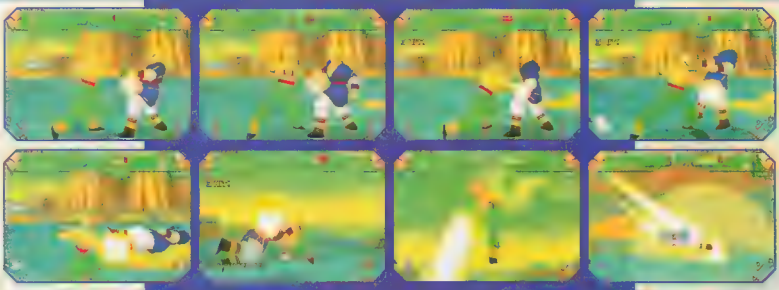
Jackhammer Fist Flash: 1 Ki Gauge Used



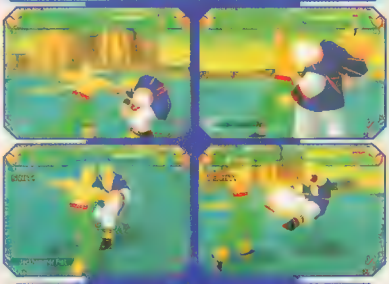
▲,▲,→+▲,▲,●

Domination Blast: 2 Ki Gauges Used



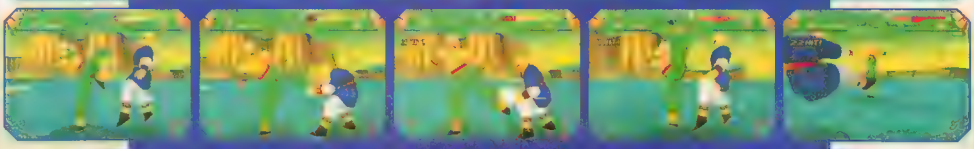
→+■,■,■,■,●

Jackhammer Fist: Near the Opponent



■+✕

Machinegun Fist: 3 Ki Gauges Used



→+▲,▲,▲,●

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YAMCHA®

YAMCHA® IS A LONGTIME FRIEND AND ALLY OF GOKU'S®, THOUGH HE WAS ONCE A NOTORIOUS BANDIT. HE IS SOMETIMES ACCOMPANIED BY PUAR™, HIS DEVOTED CAT COMPANION. HE IS ANXIOUS AND WILLING TO BE TRAINED BY KAMI™ AND TO JOIN THE UPCOMING BATTLE AGAINST THE SAIYANS EVEN THOUGH HE UNDERSTANDS THAT THE ODDS WILL BE AGAINST THEM.

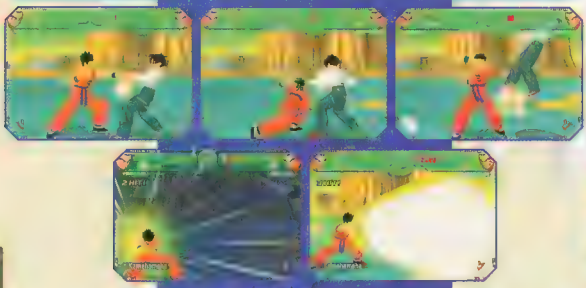
IN THE HEAT OF BATTLE YAMCHA® VOLUNTEERS TO FIGHT THE SAIBAMEN™ INSTEAD OF KRILLIN® BECAUSE KRILLIN® HAS ALREADY BEEN BROUGHT BACK TO LIFE BY THE DRAGON BALLS®. HE AND BULMA™ WERE FORMERLY AN ITEM, AND OFTEN ILLICIT SPARKS FLY FOR EACH OTHER. EVENTUALLY, BULMA™ MOVES ON TO VEGETA®.

YAMCHA® IS DEFEATED DURING BATTLE WITH THE SAIBAMEN™, AND TRAINS IN THE NEXT DIMENSION UNDER KING KAI™.

SOURCE: DRAGON BALL Z® OFFICIAL WEBSITE (HTTP://WWW.DRAGONBALLZ.COM), COURTESY OF FUNIMATION®.

1P 2P TAUNT

KAMEHAMEHA (A): 1 KI GAUGE USED



■, ↓+■, ■, ●

KAMEHAMEHA (B): 1 KI GAUGE USED

→+▲, ■, ■, ■, ●

Wolf Fang Fist (A): 1 Ki Gauge Used

■,■,■,■,●

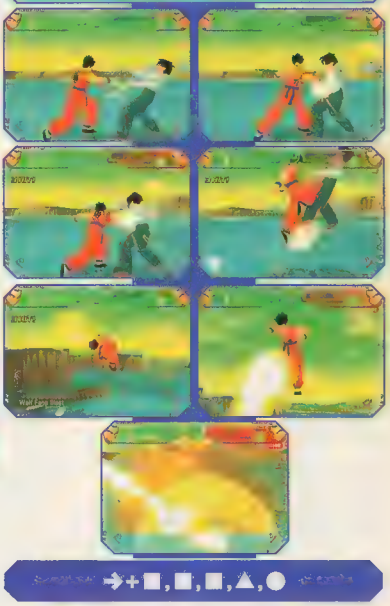
Wolf Fang Fist (B): 1 Ki Gauge Used

→+■,■,■,■,●

Wolf Slice Fist: 1 Ki Gauge Used

▲,▲,→+▲,▲,●

Wolf Fang Blast: 2 Ki Gauges Used



→+■,■,■,▲,●

Tiger Jackhammer: Near the Opponent

■+✕

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HERCULE™

An expert at PR, Hercule™ has always been a champion at gaining credit for himself. He is not always the tough guy he appears to be...in fact he can be quite cowardly. He was the World Martial Arts Champion of the previous tournament and manages to win the title again by doing a side deal with Android 18™...the other finalist for the championship title.

Despite his faults, he does the Earth a good turn. He befriends Buu™ eventually convincing Buu™ to stop hurting the people of Earth. Unfortunately, this pledge does not last when Buu™ becomes angry because his puppy is hurt.

SOURCE: Dragon Ball Z® Official Website (http://www.dragonballz.com), Courtesy of FUNimation®.

1P 2P TAUNT

High Tension: With 4 or More Ki Gauges

■+▲+✕

Dynamite Kick (A): 1 Ki Gauge Used

■,■,■,■,●

Dynamite Kick (B): 1 Ki Gauge Used

➔+■,■,■,■,●

Dynamite Kick (C): 1 Ki Gauge Used

→+■,■,■,▲,●

Hercule™ Critical Attack: 1 Ki Gauge Used

■,→+■,■,●

Present for You: 3 Ki Gauges Used

▲,▲,→+▲,→+▲,●

Hercule™ Ultra Dynamite: 3 Ki Gauges Used

→+▲,▲,▲,●

Hercule™ Miracle Bomber: Near the Opponent

■+✕

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ALIENS

Aliens hail from beyond the confines of Earth. While Saiyans are more human-like in their characteristics, the Aliens feature such items as antennae and bizarre skin pigments. They also aren't fond of Humans (even Piccolo™ wasn't friendly at first). Worse yet, some of them are the most fearsome opponents the Z Fighters face.

PICCOLO™

Goku's® one-time archenemy, Piccolo™ is the second strongest being on the Earth, born as a concentration of Kami's™ negative spirits.

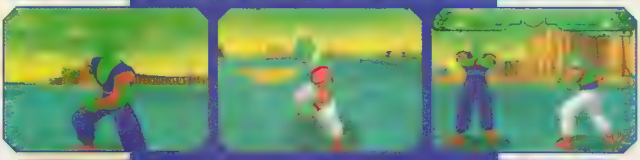
He has powerful energy blasts, can split into two or four separate entities, and has the ability to regenerate limbs. He is often seen in a white cape.

Originally, from the far away planet Namek™ (although Piccolo™ doesn't know this for a long time), Piccolo™ starts off fighting Goku® to rule the world. When the Saiyans arrive he joins forces with Goku®. At first it is an uneasy alliance, but as the story unfolds, their bond becomes stronger.

While training Goku's® son Gohan® for the upcoming battle against the Saiyans, Piccolo™ develops a special bond with Gohan®. Through Gohan®, the only person who has ever been a friend to him, Piccolo™ starts changing character for the better. He ends up sacrificing his own life to save Gohan®.

While battling with Frieza®, Piccolo™ merges with Nail™, the last of the Namekian™ warriors and former guardian of Guru™. From this merging, Piccolo™ gains Nail's™ ancient Namek™ fighting style, greatly enhancing Piccolo's™ powers and abilities.

SOURCE: Dragon Ball Z® Official Website (http://www.dragonballz.com), Courtesy of FUNimation®.

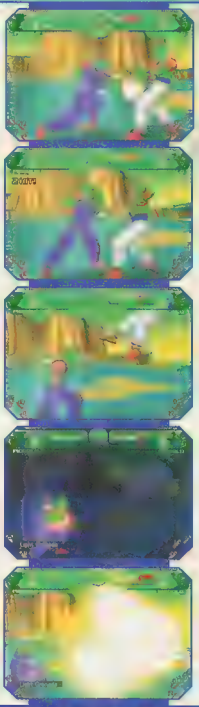


1P | 2P | Taunt

Power Up (Sync with Nail™, Fuse with Kami™) With 4 or More (5 or More for Kami™) Ki Gauges

■+▲+✕

Light Grenade (A): 1/2 Ki Gauge Used (Fused with Kami™)



■,■,←+■,■,●

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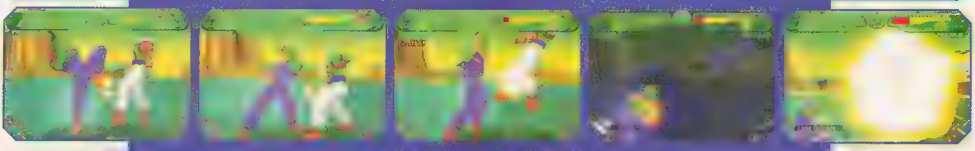
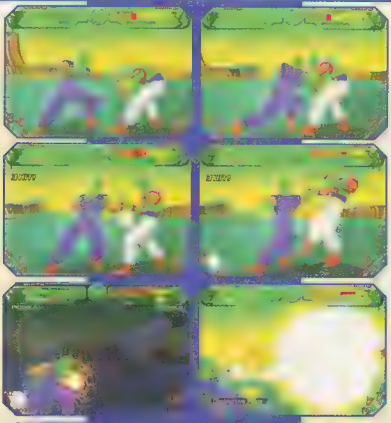
Light Grenade (B): 1/2 Ki Gauge Used (Fused with Kami™)



→+▲,■,■,←+■,●

Destructive Wave (A): 1 Ki Gauge Used



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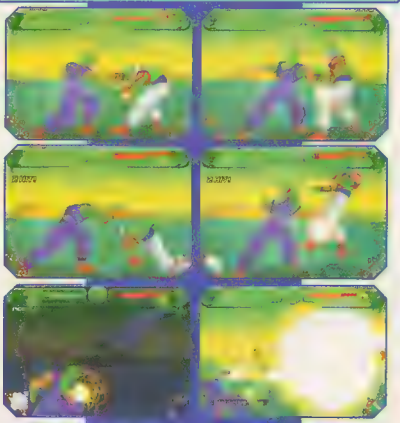
Destructive Wave (B): 1 Ki Gauge Used

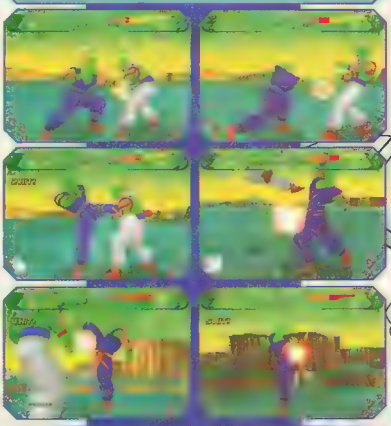


→+■,→+■,■,→+■,●

Special Beam Cannon: 2 Ki Gauges Used

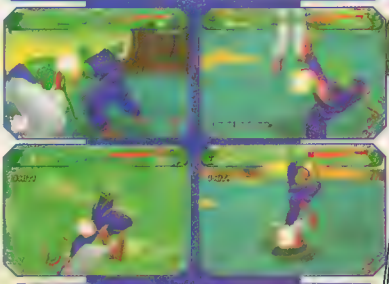
→+■,■,■,→+■,●

Instant Killquick: 1 Ki Gauge Used

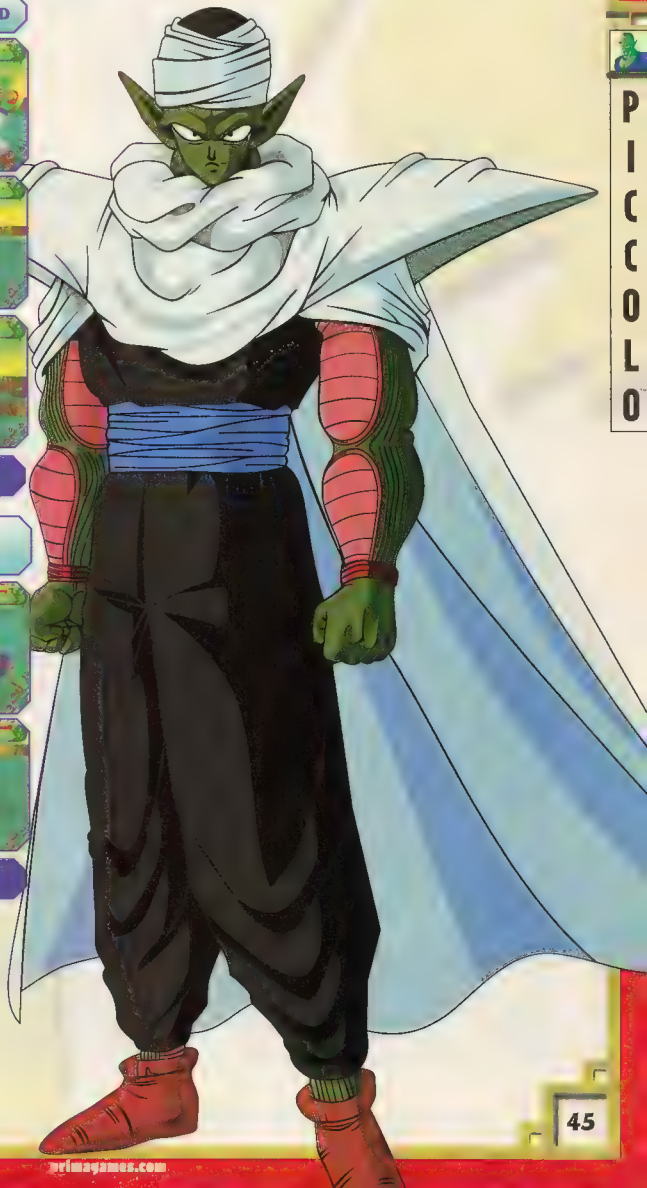


■, ■, ▲, ●

Demon Roundhouse: Near the Opponent



■ + ✕



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FRIEZA®

Haughty, malicious, seemingly invincible and power-hungry with absolutely no compassion, Frieza® is feared as the most powerful and evil being in the universe with no rival being even close to his strength. Upon learning about the legendary Namekian™ Dragon Balls®, Frieza® is consumed with a desire to obtain the Dragon Balls®, summon the Dragon, and gain his wish for immortality. Then he can rule the entire universe, unrivaled, forever.

Understanding the capability of the Saiyans as fighters, he eliminates their planet to destroy the competition. In his search for the Dragon Balls® on Namek™, he ruthlessly and predictably eliminates all who get in his way. The very mention of his name strikes dread and fear across the universe. Zarbon™ and Dodoria™ are Frieza's® two evil right hand men. They carry out his requests promptly and without question, knowing Frieza's® character too well. Frieza® also employs the legendary Ginyu Force™ to take care of business.

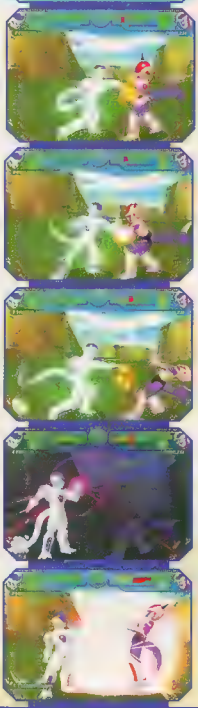
SOURCE: Dragon Ball Z® Official Website (http://www.dragonballz.com), Courtesy of FUNimation®.

1P 2P Taunt

Final Form: With 4 or More Ki Gauges

■+▲+✕

Death Beam (A): 1 Ki Gauge Used



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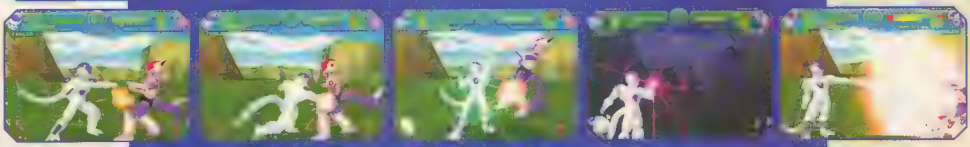
Death Beam (B): 1 Ki Gauge Used



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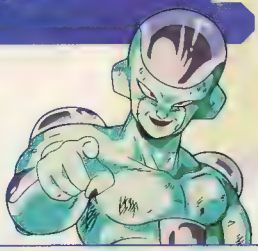

Death Beam (C): 1 Ki Gauge Used

→+▲,■,■,■,■,●

Death Ball: 3 Ki Gauges (after Final Form)

→+■,■,■,▲,●

Frieza® Nightmare: 1 Ki Gauges Used

▲,▲,→+▲,▲,●

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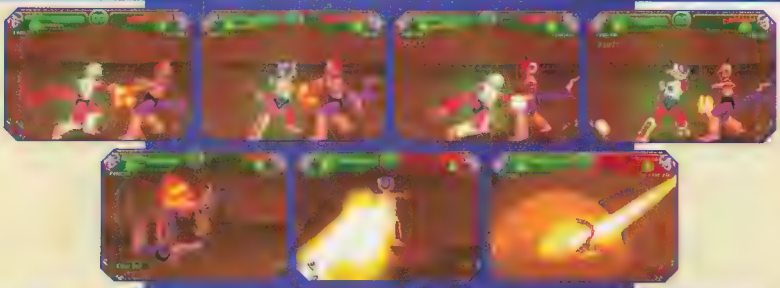
Meteor Crash: Near the Opponent

■+X

Killer Ball: 2 Ki Gauges Used

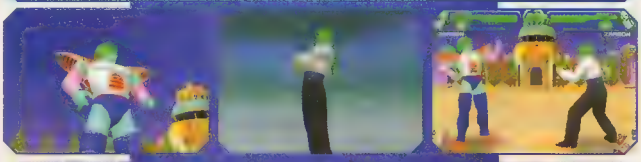


✚+■,■,■,■,●

ZARBON™

ZARBON™ IS ONE OF FRIEZA'S® TOP TWO HENCHMEN. ZARBON™ IS A VERY HANDSOME GREEN-HAIRED FIGHTER. HE EVEN CATCHES THE EYE OF BULMA™ DESPITE THE FACT THAT HE'S A BAD GUY. ZARBON™ CANNOT KEEP UP THE FLAWLESS APPEARANCE FOREVER, HE HAS TO TRANSFORM INTO A HUGE REPTILIAN-LIKE CREATURE TO BEAT VEGETA®. ZARBON™ BEATS VEGETA® ONCE, BUT LOSES AND DIES AT THEIR SECOND CONFRONTATION.

SOURCE: DRAGON BALL Z® OFFICIAL WEBSITE (HTTP://WWW.DRAGONBALLZ.COM), COURTESY OF FUNIMATION®.



1P 2P TAUNT

MONSTER FORM: WITH 4 OR MORE KI GAUGES

■+▲+✕

POSSIBILITY CANNON (A): 1 KI GAUGE USED

■,■,■,■,●

POSSIBILITY CANNON (B): 1 KI GAUGE USED

■,■,←+■,■,●

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Missing Screw: Near the Opponent

■+✕

Possibility Cannon (C): 1 Ki Gauge Used

→+▲,■,■,←+■,●

Extra Graceful Cannon: 3 Ki Gauges Used

→+▲,▲,▲,●

Hyper Elegant Magnum: 1 Ki Gauge Used

■,■,▲,●

Super Beautiful Arrow: 2 Ki Gauges Used

←+■,→+■,■,●

DODORIA™

DODORIA™ AND ZARBON™ ARE FRIEZA'S® TOP TWO HENCHMEN. DODORIA™ IS A FAT, PINK, SPIKY-HEADED ALIEN. ON NAMEK™, HE RUNS INTO VEGETA® WHILE CHASING GOHAN®, AND IS KILLED BY HIM.

SOURCE: DRAGON BALL Z® OFFICIAL WEBSITE (HTTP://WWW.DRAGONBALLZ.COM), COURTESY OF FUNIMATION®.

1P 2P TAUNT

DODORIA™ BEAM (A): 1 KI GAUGE USED

■,■,■,■,●

DODORIA™ BEAM (C): 1 KI GAUGE USED

→+▲,■,■,■,●

DODORIA™ BEAM (B): 1 KI GAUGE USED

■,→+■,■,●

primagames.com

Dodoria™ Ultra Spike: 1 Ki Gauge Used

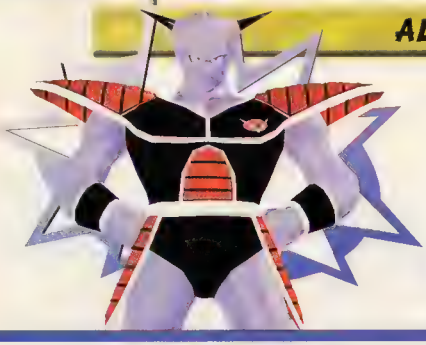
▲,▲,→+▲,▲,●

Dodoria™ Big Blaster: 2 Ki Gauges

→+■,■,■,■,●

Dodoria™ Typhoon: Near the Opponent

■+✕



Captain Ginyu™

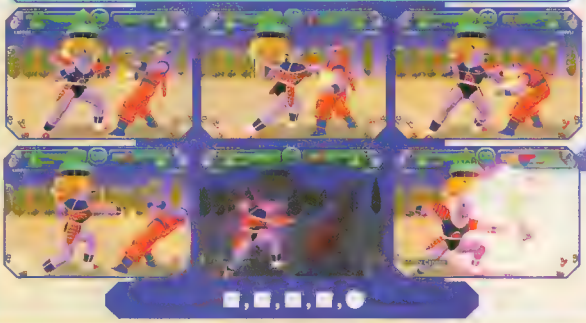
Evil and powerful, the Ginyu Force™ is hailed as the most powerful team in the universe. It is composed of five members, each one very powerful and possessing unique attacks and fighting advantages. When Dodoria™ and Zarbon™ are unable to eliminate our friends and collect the seven Namekian™ Dragon Balls®, Frieza® summons the Ginyu Force™. Between battles, they enjoy such goofy past times as watching soap operas, playing "paper, rock, scissors" to decide who will fight who, and making bets over chocolate nut bars, their favorite food.

While individually and collectively they are very strong, each member is conceited and competitive, which leads to their downfall. They hesitate to ask each other for help because they don't want to share the credit for the victory. The members of the Ginyu Force™ don't seem to care about each other, willing to stand back and watch while their teammates are destroyed.

Captain Ginyu™ is the strongest of the team, and its leader. He has the powerful ability to switch bodies with his opponents. He switches bodies with Goku® giving Captain Ginyu™ the advantage of fighting with Goku's® powerful body and also of confusing the good guys. This capability does lead to his ultimate demise as he accidentally and forever changes bodies with a frog.

SOURCE: Dragon Ball Z® Official Website (http://www.dragonballz.com), Courtesy of FUNimation®.

Milky Cannon (A): 1 Ki Gauge Used



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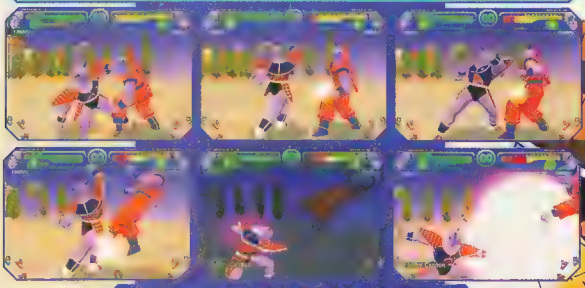
Milky Cannon (B): 1 Ki Gauge Used

■,→+■,■,●

Milky Cannon (C): 1 Ki Gauge Used



→+▲,■,■,■,●

Body Change: 3 Ki Gauges Used

→+■,■,■,▲,●

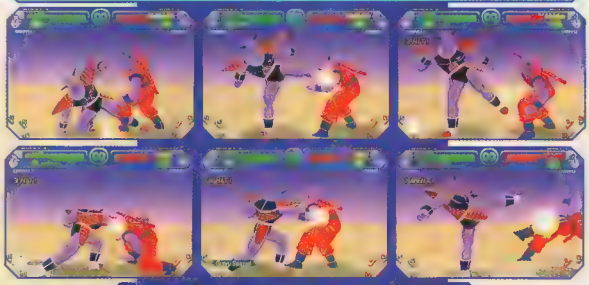
Processed Power Crush: 1 Ki Gauge Used

▲,▲,➔+▲,▲,●

Parmesan Shower: 2 Ki Gauges Used

➔+■,■,■,■,●

Ginyu Special: 3 Ki Gauges Used



➔+▲,▲,▲,●

Ginyu Strike: Near the Opponent

■+✕

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RECOOME™

RECOOME™ IS A BIG, REDHEADED BRUTE, POSSESSING GREAT STRENGTH. THE TRADE-OFF IS THAT HE IS VERY SLOW. HE'S A MEMBER OF THE GINYU FORCE™ WHICH IS HAILED AS THE MOST POWERFUL TEAM IN THE UNIVERSE.

SOURCE: DRAGON BALL Z® OFFICIAL WEBSITE (HTTP://WWW.DRAGONBALLZ.COM), COURTESY OF FUNIMATION®.

1P 2P TAUNT

RECOOME™ ERASER GUN (A): 1 KI GAUGE USED

■, ■, ■, ■, ●

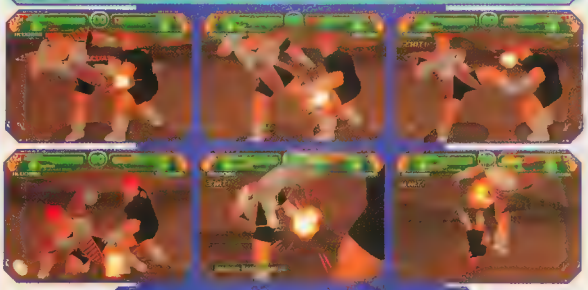
RECOOME™ ERASER GUN (B): 1 KI GAUGE USED

→+■, →+■, ■, →+■, ●

Recoome™ Bomber: 3 Ki Gauges Used

→+▲,▲,▲,←+▲,●

Recoome™ Buster Magnum: 1 Ki Gauge Used



▲,▲,▲,→+▲,●

Recoome™ Hyper Swing: Near the Opponent

■+✕

Recoome™ Max Vulcan: 2 Ki Gauges Used

■,■,▲,●

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THE ANDROIDS™

Developed by the evil scientific genius, Dr. Gero™, these android troublemakers are a monstrous threat to Earth.

CELL™

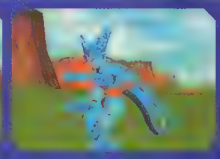
The most dangerous of all Dr. Gero's™ creations, Cell™, was created in Dr. Gero's™ lab as a genetic experiment. He comes complete with a self-destruct feature, a scorpion-like tail that opens up to absorb the energy of his opponents, and instructions to wreak revenge on the Androids™ which caused Dr. Gero's™ downfall.

Cell™ contains the DNA of the mightiest warriors of the universe, including Goku®, Piccolo™, and Vegeta®. Possessing the DNA of these great warriors, Cell™ is able to fight with their attacks. With these great forces combined, Cell™ is an almost invincible being.

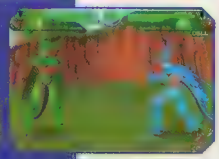
One of his greatest advantages is being able to regenerate himself at any given time from even the smallest component of himself. We discover this in *Dragon Ball Z®* when the good guys believe Cell™ is destroyed, only to find out that a brain cell has survived. From this cell, Cell™ regenerates himself and appears out of nowhere, once again threatening Earth.

SOURCE: Dragon Ball Z® Official Website (http://www.dragonballz.com), Courtesy of FUNimation®.

1P

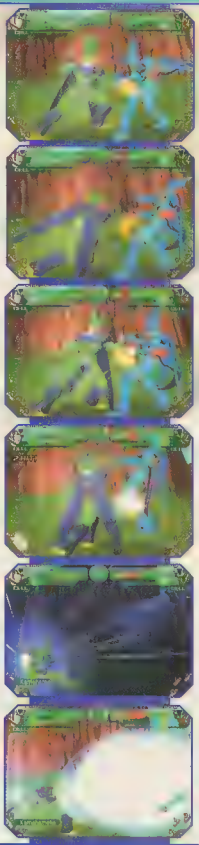


2P



Taunt

Kamehameha (A): 1 Ki Gauge Used



■, ■, ■, ■, ●

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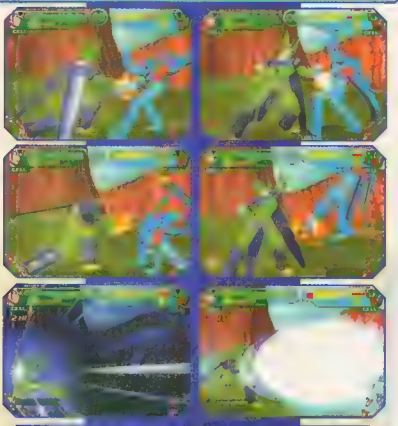
Kamehameha (B): 1 Ki Gauge Used

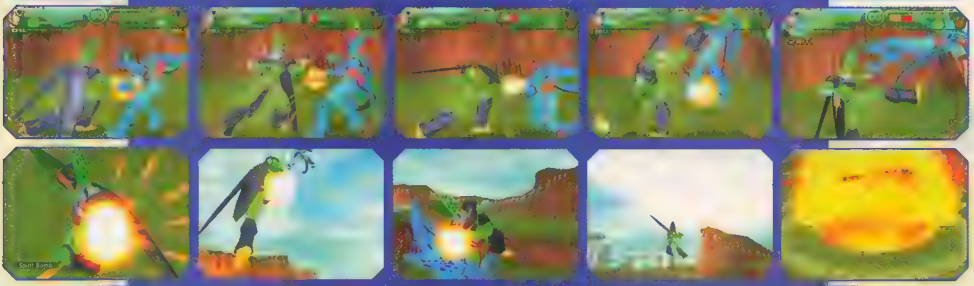


→+■,→+■,■,■,●

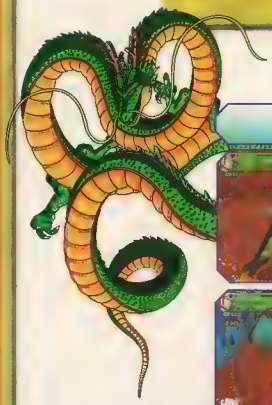
Kamehameha (C): 1 Ki Gauge Used

→+▲,■,■,←+■,●

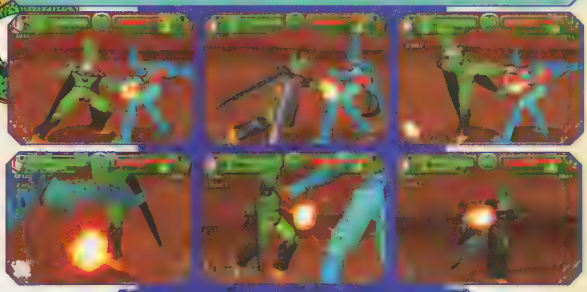
Spirit Bomb: 3 Ki Gauges Used (After Perfect™ Form)



→+■,→+■,■,▲,●

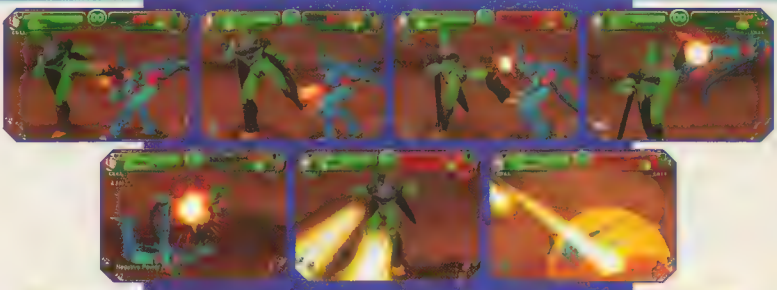


Ultimate Attack: 1 Ki Gauge Used



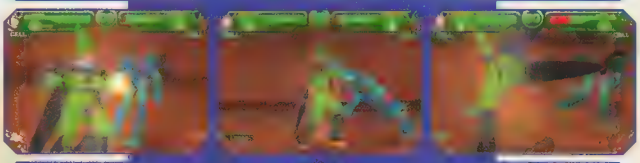
■, ■, ▲, ●

Negative Power Rain: 2 Ki Gauges Used



▲, ▲, ▲, ✥+▲, ●

Lasso: Near the Opponent



■+✕

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Android 16™

Android 16™ is an experimental model. A big muscled red-haired man, Android 16™ is out to destroy whatever he sees. The strong, silent type, he doesn't say much, he is simply super strong. After meeting his demise at the hands of Cell™, Bulma™ collects the pieces of Android 16™ reassembling and programming him to fight on the good side.

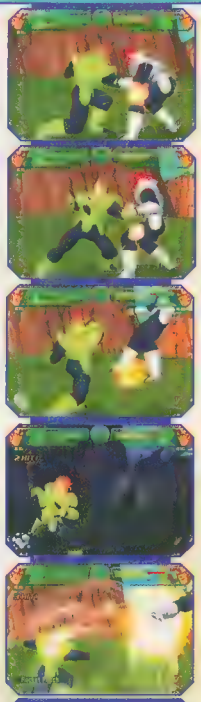
SOURCE: Dragon Ball Z® Official Website (http://www.dragonballz.com), Courtesy of FUNimation®.

1P 2P Taunt

Rocket Punch (A): 1 Ki Gauge Used

■, ■, ← + ■, ■, ●

Rocket Punch (B): 1 Ki Gauge Used



→ + ■, ■, ■, ●

THE ANDROIDS™

Rocket Punch (C): 1 Ki Gauge Used

→+▲,■,■,←+■,●

Devil Crush: 1 Ki Gauge Used

■,■,▲,●

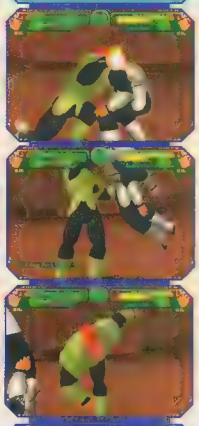
Hell Flash: 3 Ki Gauges Used

→+■,→+■,■,●

Finishing Splash: 3 Ki Gauges Used

→+▲,▲,▲,●

Killing Neck Throw: Near the Opponent



■+✕

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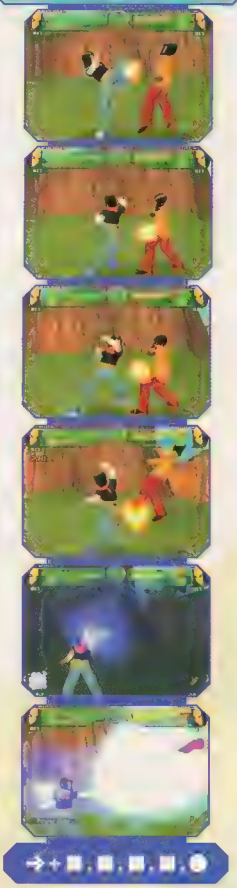
Android 17™

Androids 17™ and 18™ are teenage androids. They are the ones responsible for the future threat to the Earth, prompting Trunks® to come back to this time on Earth from the future to stop them. #17™ is a black haired boy.

SOURCE: Dragon Ball Z® Official Website (http://www.dragonballz.com), Courtesy of FUNimation®.

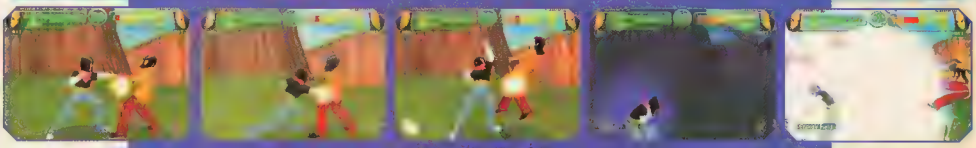
Power Blitz (A): 1 Ki Gauge Used

Power Blitz (B): 1 Ki Gauge Used



THE ANDROIDS™

Energy Field (A): 1 Ki Gauge Used



■, → + ■, ■, ●

Energy Field (B): 1 Ki Gauge Used

→ + ■, ■, ■, ▲, ●

Power Strike: 1 Ki Gauge Used

▲, ▲, → + ▲, ▲, ●

Buster Swing: Near the Opponent

■ + ✕

Power Falling Star: 2 Ki Gauges Used

→ + ■, ■, ■, ■, ●

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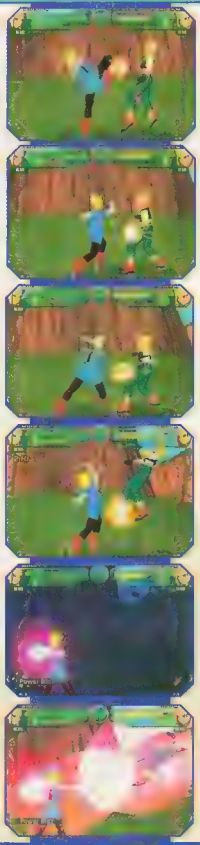
Android 18™

Androids 17™ and 18™ are teenage androids. They are the ones responsible for the future threat to the Earth, prompting Trunks® to come back to this time on Earth from the future to stop them. #18™ is a cute blond girl. Although she never stops being evil, #18™ later softens up a little.

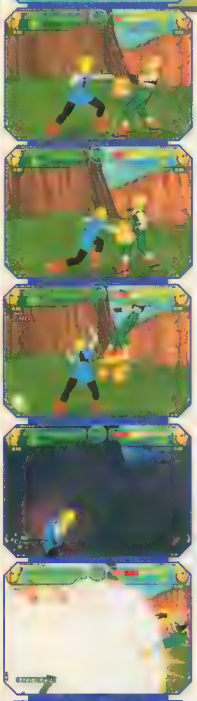
Source: Dragon Ball Z® Official Website (http://www.dragonballz.com), Courtesy of FUNimation®.

Power Blitz (A): 1 Ki Gauge Used

Power Blitz (B): 1 Ki Gauge Used



Energy Field (A): 1 Ki Gauge Used



■,→+■,■,●

Buster Swing: Near the Opponent

■+✕

Energy Field (B): 1 Ki Gauge Used

→+■,■,■,▲,●

Power Strike: 1 Ki Gauge Used

▲,▲,→+▲,▲,●

Power Falling Star: 2 Ki Gauges Used

→+■,■,■,■,●

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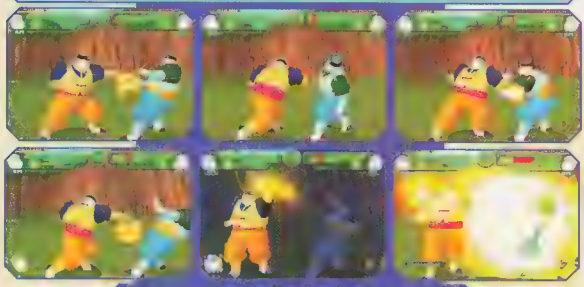
Android 19™

Android 19™ is an overweight android wearing a funny outfit. He is very passionate about eliminating our heroes and uses all the weapons he can. Androids 19™ and 20™ are the first androids to come to Earth in the Cell™ Saga. They are defeated by Vegeta® in an amazing show of strength.

SOURCE: Dragon Ball Z® Official Website (http://www.dragonballz.com), Courtesy of FUNimation®.

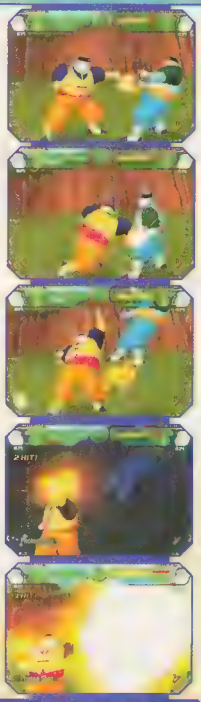
1P 2P Taunt

Photon Shot (A): 1 Ki Gauge Used



■, ■, ■, ■, ●

Photon Shot (B): 1 Ki Gauge Used



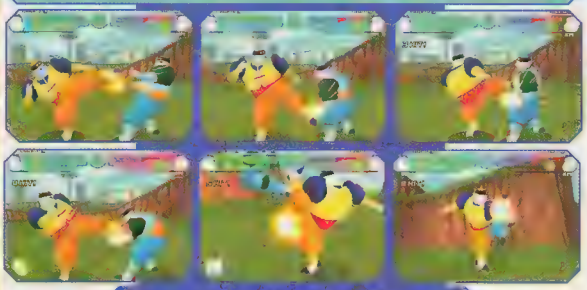
■, → + ■, ■, ●

THE ANDROIDS™

Photon Shot (C): 1 Ki Gauge Used

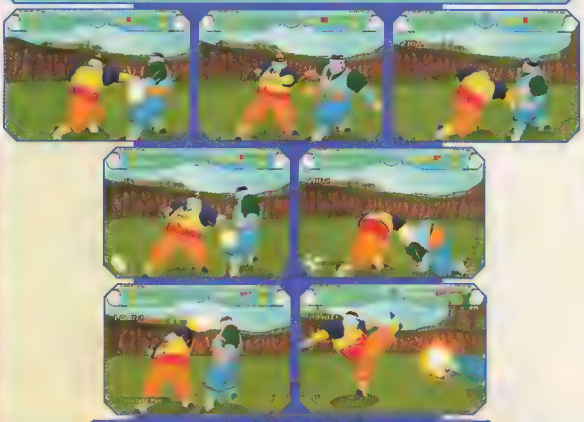
→+▲,■,■,■,●

Power Break: 1 Ki Gauge Used



▲,▲,→+▲,▲,●

Cybernetic Pain: 3 Ki Gauges Used



→+■,■,■,■,●

Life Drain: 3 Ki Gauges Used

▲,▲,←+▲,●

Rolling Crush: Near the Opponent

■+✕

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THE BATTLEFIELDS

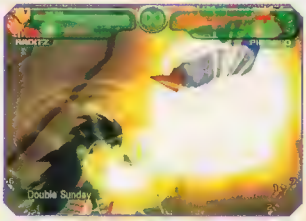
FROM EARTH TO NAMEK™ . . . AND BEYOND

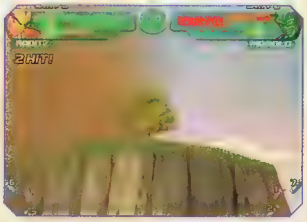
You have access to only three stages in Duel mode when the game begins, but you'll rapidly unlock another six as you progress through the game. This chapter provides descriptions of each stage, along with the hazards and hidden areas associated with each venue.

GRASSLAND

Grassland has put in an appearance in nearly every *Dragon Ball Z*® game to date. The verdant area is wide surrounded by mountains and low rises on all sides, which makes for nasty, knockdown, drag-out brawls.

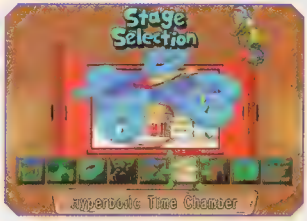
PIN FOES UP AGAINST THE LOW RISES AND PUMMEL THEM MERCILESSLY.





BETTER YET, BRING THE MOUNTAIN DOWN ON 'EM WITH A DEVASTATING COMBO!

HYPERBOLIC TIME CHAMBER



The Hyperbolic Time Chamber is located in Kami's™ Lookout. One day outside the chamber is equal to one entire year inside. You, however, won't be spending that much time in there.

MIST AND CLOUDS AS FAR AS THE EYE CAN SEE, WITH NOTHING TO COME BETWEEN YOU AND YOUR FOE.

THE BATTLEFIELDS

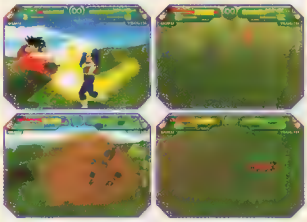
World Tournament

Home to intense martial contests, the World Tournament stage features ring-outs! *Budokai*™ is Japanese for "tournament."

MIND THE SIDES—THEY CAN BRING A QUICK LOSS EVEN TO THE APPARENT WINNER.

Valley Plains

The Valley Plains are bordered by a cool mountain stream on one side and a nice vista looking out onto the valley below.



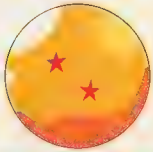
PIN YOUR FOE DOWN AND A NASTY COMBO SENDS HIM CAREENING INTO A NEARBY MESA. OUCH.

WHAT'S THICKER: BLOOD OR WATER? SOMEONE'S ABOUT TO FIND OUT THE HARD WAY.

Rock Mountain

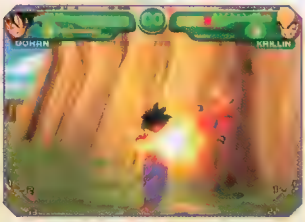
Massive rocks rise out of the arid red soil. The air is choked with a fine red dust as you battle across an airy mountain top.

WORK YOUR ENEMY TO THE EDGE AND CUT LOOSE ON HIM, THEN WATCH, AS HE SMASHES INTO A NEARBY PEAK. AHHHHH.



Islands

The Earth of *Dragon Ball Z*® is littered with islands: big islands, small islands—islands, islands, islands. On this particular island, however, there's a secret cave.

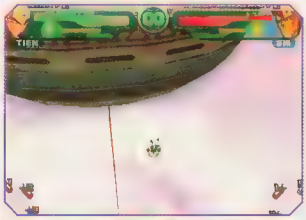


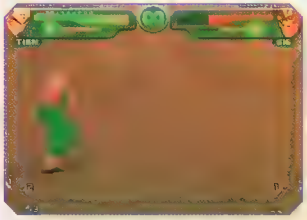
BACK YOUR FOE INTO THE ROCKY SPIRE AND SMASH HIM AGAINST IT UNTIL HE BREAKS THROUGH THE OTHER SIDE.

BELOW IS A BEAUTIFUL CAVE, REPLETE WITH A SANDY BEACH AND MASSIVE WATERFALLS.

Kami's™ Lookout

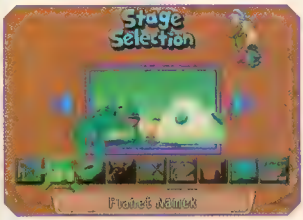
Home of Kami™ and Mr.Popo™, Kami's™ Lookout seems about as dangerous as the Hyperbolic Time Chamber initially. Unlike that stage, however, Kami's™ Lookout has an edge...and it's a *long* way down.





THE BATTLEFIELDS

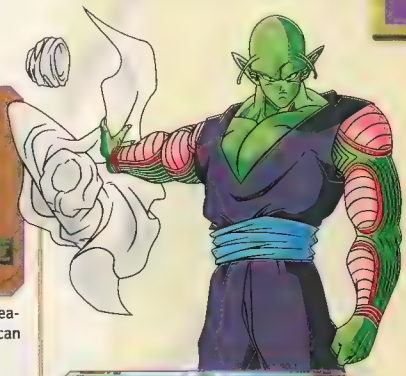
NAMEK™



Piccolo's™ homeworld of Namek™ presents an alien vista over which the combatants must tussle. There's a lot of open space where you can send somebody flying.

CELL™ GAMES RING

The final stage, the Cell™ Games Ring, features a set of pillars against which you can beat the stuffing out of a foe. However, you'll have to start from a promontory overlooking the ring. From there, you'll have to let your fists do the walking.



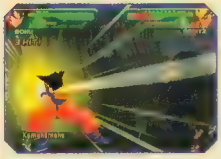
STORY MODE

SAIYAN

MYSTERIOUS ALIEN ATTACK!!

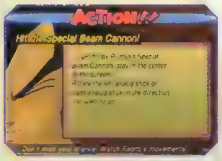
Raditz™ comes to town looking to take Goku® apart, but you're not going to let that happen.

You'll use this first fight to familiarize yourself with the controls and other game features. You only have access to two of Goku's® powers at this point, so if you've been playing Duel mode, keep this in mind.

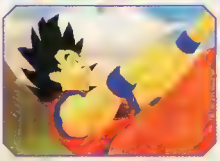


Raditz™ is a push-over: repeated Kamehamehas (■,■,■, ■,●) take him apart in no time.

Goku® should listen to Piccolo™ more closely.



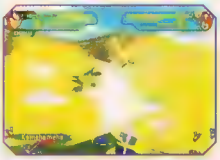
This next sequence isn't taxing, but it's different: You need to rotate the left or right analog stick to keep Goku® and Raditz™ in the sweet spot so Piccolo™ can blast Raditz™. Don't overdo it when you're rotating the sticks so you don't end up too far out. If you're outside the narrow band when the timer at the top runs out, you lose.



Victory! Sort of...

GOKU'S® QUIET FURY

This time out, it's Goku® vs. Nappa™ in a vicious, bone-shattering brawl.

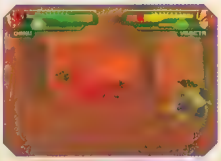


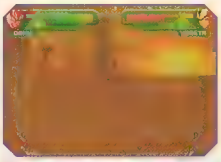
Utilizing the old standby Kamehameha, Goku® will have to watch his step because Nappa™ is a bruiser. He likes to block, so make your attacks count and remember to use the movement command: ↓ or ↑+✕.

After dispatching Nappa™, Vegeta® demonstrates that he doesn't brook failure.

Super Duel!

Nappa™ may have been tough, but now you'll have to face Vegeta® for the first time!



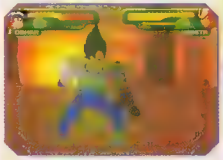


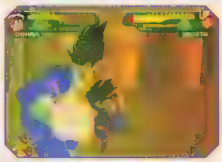
The Kamehameha is useful if you can work it in. Use the King Kai™ Fist (■+▲+✕) to power up and maneuver Vegeta® to the edge. Blast him through a mountain to wreak havoc on his life bar.

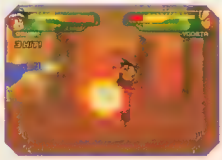
After you take out Vegeta®, he decides to show you what he's really made of...and it won't be pretty.

Show Gohan's® True Power!

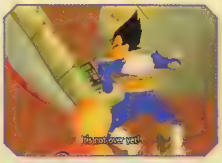
With Goku® out of commission via the super-charged Vegeta®, Gohan® and Co. step up to help Goku®.







The easiest way for Gohan® to romp Vegeta® soundly is to sidestep, then annihilate Vegeta®with the Masenko or Kamehameha attacks. Vegeta® will press the advantage hard, so watch yourself.



After Gohan® nukes Vegeta® (like father, like son), Krillin® attempts to prevent Vegeta's® escape. However, Goku® begs him to let Vegeta® go so that he might fight him again someday. In the (very) long run, this turns out to be the right move.

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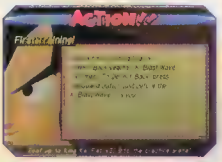
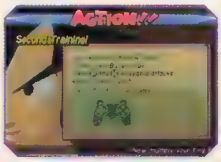
NAMEKIAN™

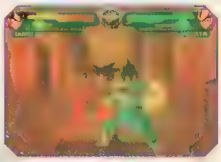
Let's Go to Namek!

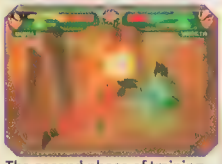
Taking the battle to Namek™, Goku® undergoes some serious training to prepare for the trials and tribulations ahead.



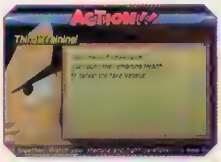
The first sequence involves honing your ability to deflect Ki Blasts. Don't waste your time fighting the false Vegeta®, just stand back and press ✕ *just* before the bolt strikes Goku®. Deflect 15 and you're one-third through.

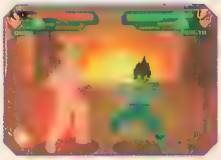


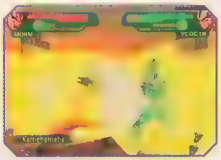




The second phase of training involves Goku® activating Burst mode. As Vegeta® attacks you with a Power Punch, press ■+▲ just before he hits. Once Burst mode is activated, use one hand to wiggle both analog sticks 'round and 'round to thrash Vegeta® at the speed of light.





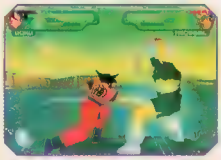


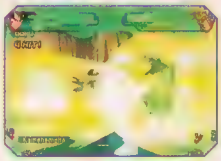
Phase 3 of training involves using the leftover health from the first two training modes to beat the false Vegeta®. Power up to King Kai Fist x5 by pressing ■+▲+✕, then thrash him once you're powered up.

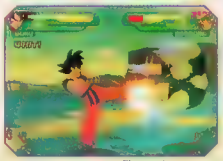
Success!

Goku's® Arrival

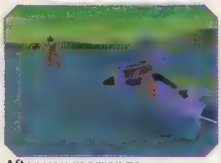
After bulking up and doing some heavy benching, it's back to busting baddies into itty-bitty pieces—Recoome™ is first on the hit list.



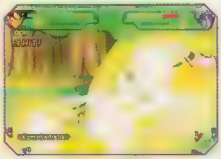


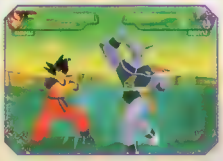


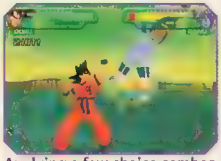
Remember Nappa™? Well Recoome™ is Nappa™ on steroids. More blocking and bludgeoning are the order of the day. Between Kamehamehas and heavy legwork (chains with ▲ work wonders here), dodge when appropriate.



After you rearrange Recoome™, Captain Ginyu™ steps up to the plate. Vegeta® leaves town in a hurry to further his own sinister ends.

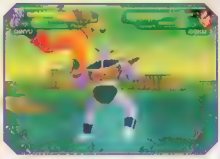


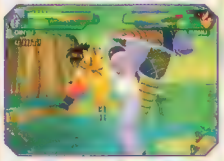


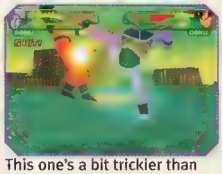


Applying a few choice combos (←+■,←+■,→+▲,■,■,■,●, for example) to Captain Ginyu™ will prove effective during this brawl. Also, don't forget to power up using ■,▲,✕.

After you've thrashed Captain Ginyu™, he pulls a fast one, switching his battered bod for Goku's®.





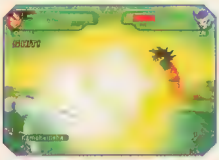
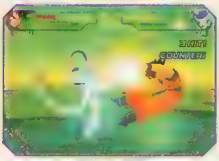


This one's a bit trickier than usual. You're inhabiting Captain Ginyu's™ shattered form, so you don't have access to your usual attacks *and* your life bar is depleted by a third. That gives Captain Ginyu™ in Goku's® body the upper hand. Sidestep frequently, then launch attacks at his flank. Ginyu™ has very powerful standard kick chains, so use them (▲,▲,▲).

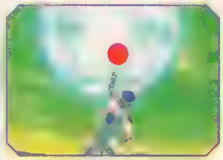
Vegeta® comes back in time to finish off Ginyu™...except that he's in Goku's® body! Some quick moves on Goku's® part set things straight.

Goku's® Revival

After recovering from the entire Captain Ginyu™–body snatching ordeal, Goku® comes face-to-face with the ferocious Frieza®!

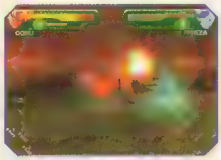
Watch out for Frieza's® feet. His kicks are devastating. Also, watch out for his Power Punch, so counter it with ■+▲ and enter Burst mode (wiggle those sticks like mad!).

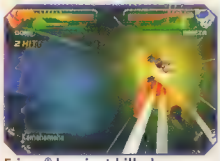


After a vicious fight with Frieza®, Goku® summons the aid of Namek's™ life force and conjures the Spirit Bomb to ruin Frieza's® day...and life.

The Legendary Super Saiyan

You can't keep a murderous super-alien down: Frieza's® back!



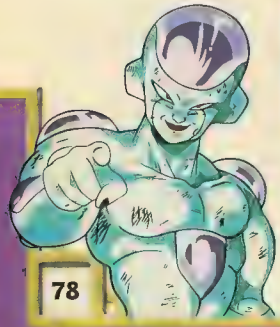


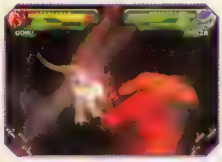
Frieza® has just killed Krillin®...it's time for a cold glass of revenge. Goku® now has the power of the Super Saiyan—this will be a short fight. Frieza® isn't a match for Goku® at this level. Pick your weapon of choice and pound him into the ground. If he wounds you, power back up to Super Saiyan level!

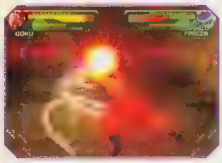
That was far too easy, and you're about to find out why.

A Quiet but Fierce Battle

Seems Frieza® was playing a bit of the ol' possum. Now things get deadly serious.







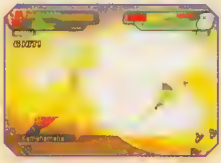
Frieza® now wields his own variation on the Super Saiyan theme. This fight is anything but a cakewalk, and you'll need to exploit all the weapons in Goku's® arsenal to emerge the victor. Burst mode and series of short combos are your best bet (if you miss on the larger ones, you'll be punished by Frieza®...severely). Dodge when you get the chance. Finally, always stay in Super Saiyan form, otherwise you won't do enough damage.

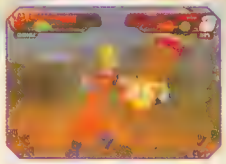
After a hellish battle, Goku® spares Frieza's® pathetic life. How does he repay that boon? By attempting to slay Goku® when his back is turned. Frieza® doesn't understand what it is he's dealing with.

ANDROIDS™

A New Threat

Years have passed and a new threat rears its ugly head—it's the invasion of the Androids™ led by the vile Dr. Gero™!





During the battle against Android 19™, Goku® deals with a heart disease and loses health as the battle progresses. This is not the time for a slow and measured assault. Android 19™ is brutal, so stay powered-up and press every advantage—do *not* let him breathe!

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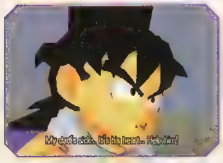
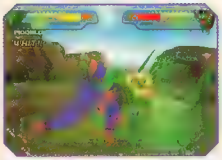
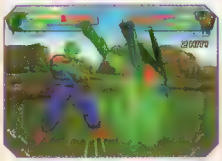


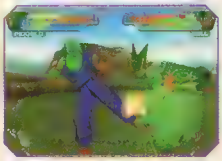
Goku® holds Android 19™ at bay, but the heart disease takes its toll. Just when it looks like Android 19™ is going to take advantage of a grim situation, Vegeta® steps into the fray!

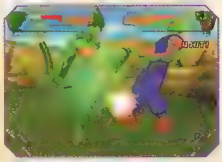
A Wicked Omen

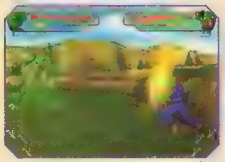
Goku's® down for the count, so it's up to Piccolo™ to take on the unstoppable Cell™!



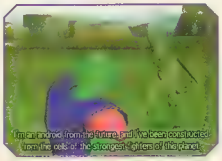








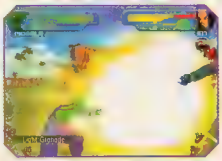
Fuse with Kami™ (■+▲+✕), then watch out! Pretty much every incarnation of Cell™ is a tough fight because he *won't* sit back and wait for you to attack—he brings the battle to Piccolo™. The key is effective blocking and counter-strikes. Let Cell™ go through his motions, wasting his energy on your block, then retaliate with combos of your own.

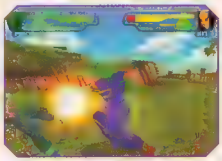


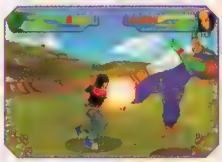
After the fight, Piccolo™ learns that Cell™ isn't here to make new acquaintances–genocide is what's on this homicidal android's mind.

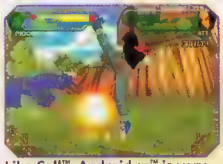
Sneaky Cell™

Piccolo™ is up once again, this time against the petulant young Android 17™.

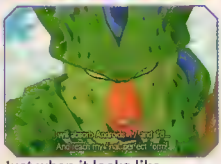








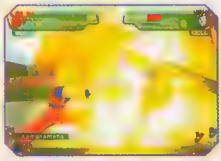
Like Cell™, Android 17™ is very aggressive and won't hesitate to bury you under a flurry of blows. Like the others, your best bet is to block until he expends his attacks, then retaliate with a blistering combo. If you're fast enough, Piccolo's™ Special Beam Cannon will make short work of him.

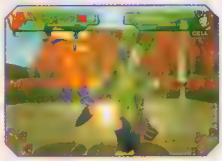


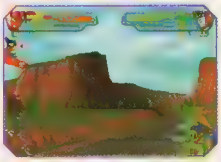
Just when it looks like Piccolo™ can't hold out against the android's assault, Cell™ shows up to make things even more interesting!

Cell's™ Game Begins

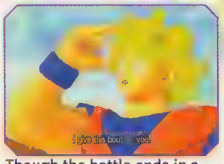
Now Cell™ has set up a contest to see who is the best warrior in the world. But what are his true motivations?







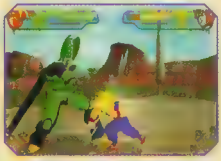
Cell™ is super-aggressive at this point, so watch yourself. He won't hesitate to pummel Goku® into jelly, so match him blow for blow after you've blocked his initial volley. Also, stay fully powered up for the length of the battle or you won't have enough "oomph" behind your attacks to carry the day.

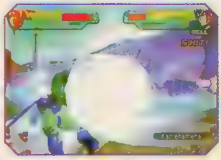


Though the battle ends in a stalemate, Goku® shows the grit of a true warrior and concedes the match to Cell™...for now.

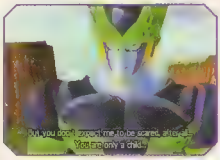
A Warrior Beyond Goku®

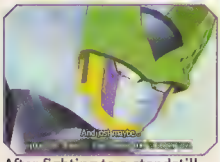
Acknowledging his son's power, Goku® pits Gohan® against the nearly unstoppable Cell™, despite the reservations of everyone.





Cell™ is as rough as ever and shows no qualms about attempting to kill a little boy. Buckle down and follow the same strategy: Let Cell™ vent his rage, then move in with strikes of your own.

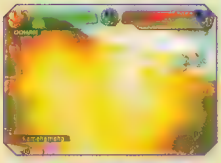


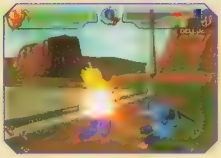


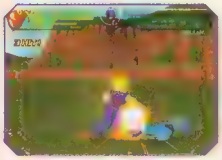
After fighting to a standstill, Gohan® makes a valiant attempt to reason with Cell™. Unfortunately, Cell™ only knows one language: violence.

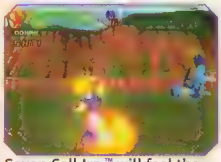
Gohan® Explodes!!

Gohan's® finally had enough and the Cell Jrs.™ are the first targets of his unfettered rage.



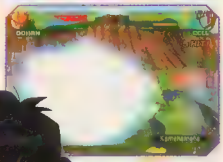


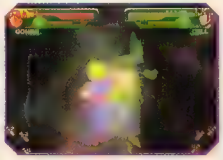




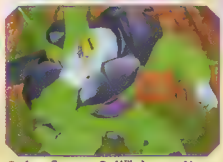
Seven Cell Jrs.™ will feel the unbridled fury of Super Saiyan 2. Unlike their pappa, the Jrs. take things at a much more restrained, defensive pace. This means that you can move in and wail on the little rotters with everything you've got. However, keep in mind that you have *one* life bar to annihilate the lot of them. Use punch combos or the ol' Kamehameha standby.

With those pests defeated, Gohan® approaches Cell™, crackling with celestial power. Cell™, undeterred, welcomes the child into his cruel embrace.





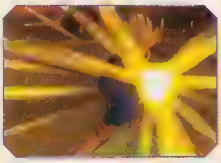
When dealing with Cell™, the usual rules apply. He's highly aggressive and very dangerous, but this time you have the edge in power as long as you're powered up to Super Saiyan 2. Pummel Cell™ with your full range of moves and combos, but mix it up with blocks so you don't find yourself on the receiving end of Cell's™ deadly attacks.

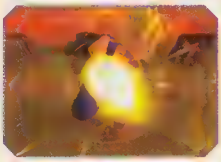


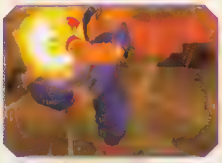
Gohan® puts Cell™ down. Not surprisingly given his ego, Cell™ can hardly believe it. Enraged, he dashes at Gohan®, only to catch a boot to the mouth.

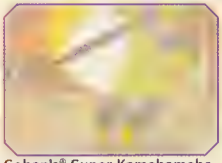
The Final Battle

This is it—the final battle between good and evil: Gohan® versus Cell™ in a fight only one will walk away from...

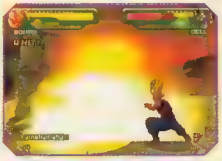


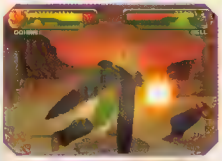


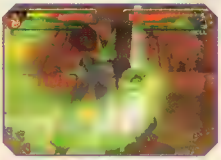


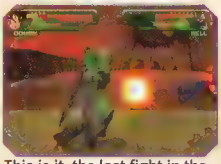


Gohan's® Super Kamehameha.

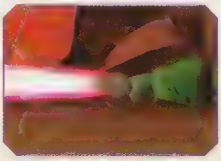




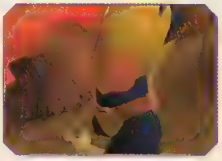


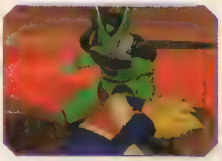


This is it, the last fight in the game. Cell™ is just as powerful as Gohan®. If you get too far ahead of him in health, he'll turn into a killing machine, so watch your blocks. If you can do it, the Super Kamehameha metes out tremendous damage. Bear in mind, however, that *everything* Cell™ does deals intense damage.



Cell™ makes one last desperation strike at Gohan®...and misses. Sadly, his errant bolt does find a home...in Trunks®, killing him instantly. This sends Vegeta® into a white hot rage.





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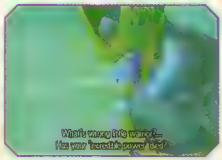
Blinded by his pain, he charges at Cell™ in a mad attempt to destroy him, only to be rebuffed.

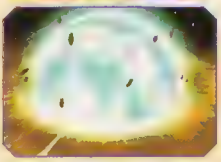
With Vegeta® nearly crippled, Cell™ unleashes a killing blow...only to have Gohan® use himself as a human shield to save Vegeta's® life.



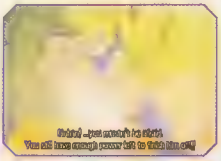
Cell™, secure in his victory, descends to Earth to gloat and delivers the coup de grace, finishing off first the Saiyans, then the entire planet.

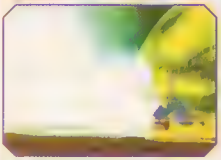
Badly broken and with one arm shattered from shoulder to wrist, Gohan® is ready to give up all hope and join his father in the Other World. Suddenly he hears a voice—Goku's® voice!

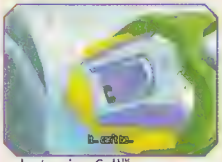
Goku's® soul pushes Gohan® on to finish the destruction of Cell™.



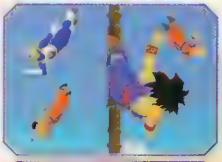
Calling on his deepest reservoirs of power and spirit, Gohan® summons a Kamehameha wave of unimaginable force...







...destroying Cell™.

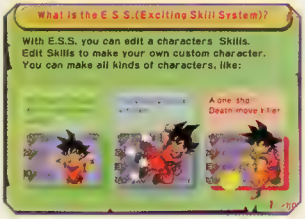


Our heroes emerge victorious from the greatest battle ever.

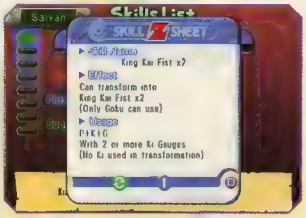
With this, we reach the end of Story mode. Or do we? Could there be more? Perhaps. Turn to the "Secrets" chapter for more information.

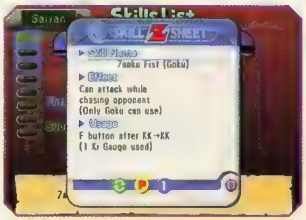
Capsules, Skills, and Custom Characters

As if having 23 playable characters and a full-blown Story mode isn't enough, *Dragon Ball Z® Budokai™* also features an amazingly in-depth character customization mode.



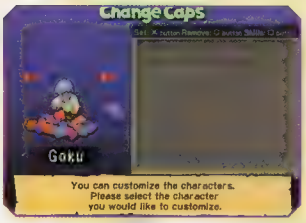
The key to modifying characters is collecting capsules. If you've played Story mode, you've already collected a number of these handy little items.





They contain additional characters, difficulty levels, and new moves and abilities for every character in the game. This chapter gives you an idea of how powerful this system is (and how much it extends the game's replay value).

Enter the Edit Skills mode and select 1P.



Head to the Change Caps option *or* if you've earned a pile of Zenie from Tournament mode, head to the Skill Shop to round out the capsules you've already earned.

Mr. Popo's™ Shop

Mr. Popo's™ shop has everything you could possibly want to trick out your character: from skills and abilities to the elusive Dragon Balls® and more. Keep in mind that you'll have to earn Zenie (game money) by winning in Tournament mode before you can buy anything.

To make the most of the shop (especially when you're searching for rare items), exit and reenter. Each time you go in, the selection of items is updated. It's almost always a good idea to snag the recommended item—at least until you have everything.

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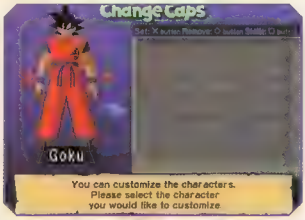
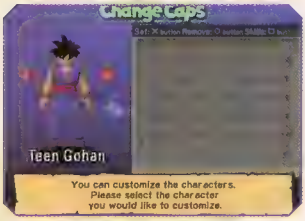
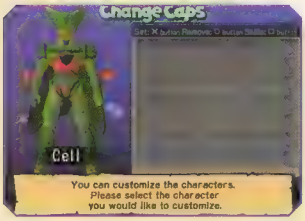
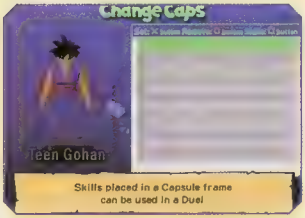






Enter the Change Caps screen and toggle between the characters you'd like to customize by pressing ← and →.

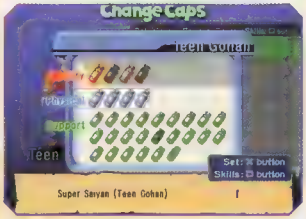


Once you've landed on the warrior you want, press ✕ to bring up the Custom Tray—this is where the magic happens.

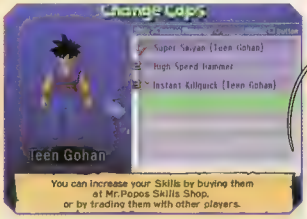
NOTE

THE "CAPSULE COMPENDIUM" SECTION CONTAINS A FULL LISTING OF *ALL* THE CAPSULES IN THE GAME (MINUS ONE SECRET SET, WHICH MAKES AN APPEARANCE IN THE "SECRETS" SECTION).

THIS IS A USEFUL REFERENCE FOR YOU IF YOU'RE CURIOUS ABOUT WHICH CAPSULES YOU'VE YET TO EARN.

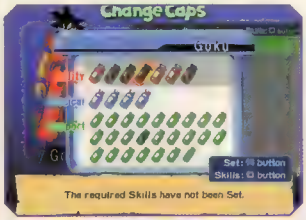


Pressing ✕ again brings up the skills sub-screen that corresponds to that character. It contains *all* the capsules you've earned (via Story mode) or bought (via the shop).



Once you find the skill you'd like to add, press ✕ again to add it to that character's repertoire. Keep in mind that you're starting with a blank canvas, so these characters currently have *no* abilities.

You can add up to seven skills to the Custom Tray, though certain skills count as more than others. For example, the elusive Breakthrough Capsules take up all seven slots, even though they're technically one capsule.

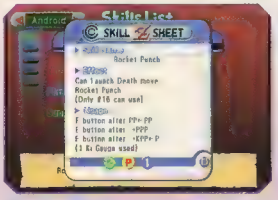


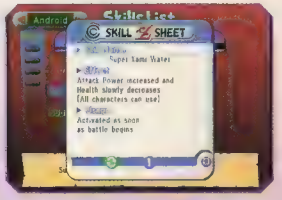
Bear in mind that certain capsules have prerequisites. To use certain skills, you need to have certain other skills already equipped. For example, Goku® can't add the Super Saiyan Ability without first having King Kai™ Fist x2, x5, and x10 already in place.

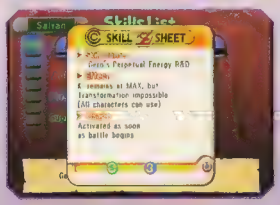
The best part about Edit mode is that you can create a much more powerful character that plays to your strengths as opposed to the default formulation you'll find in Duel mode (note that Story mode has fixed characters that can't be edited).

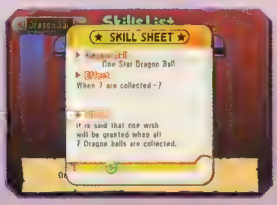
Now head to Duel mode and select "Custom" after you choose your character—it's a whole new ballgame.

How Much Is that Capsule in the Window?









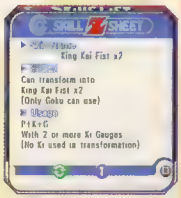
Each capsule in the game has its own rarity rating based on a four-point scale. Needless to say, the rare capsules don't happen along very often, nor can you trade the super-rare items with friends.

CAPSULES COMPENDIUM

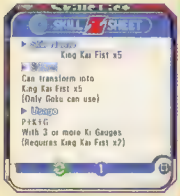
SAIYANS

GOKU®

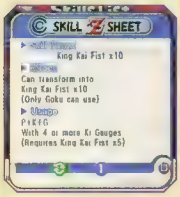
ABILITY CAPSULES



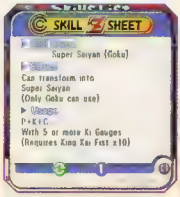
King Kai™ Fist x2



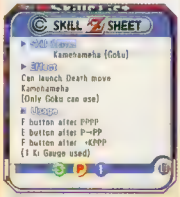
King Kai™ Fist x5



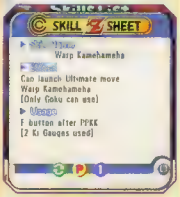
King Kai™ Fist x10



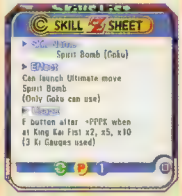
Super Saiyan (Goku®)



Kamehameha (Goku®)

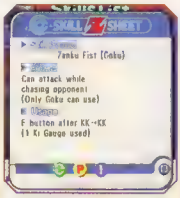


Warp Kamehameha

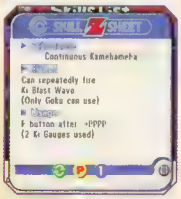


Spirit Bomb (Goku®)

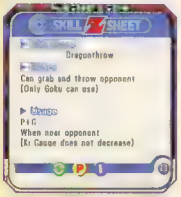
PHYSICAL CAPSULES



Zanku Fist (Goku®)



Continuous Kamehameha

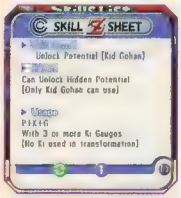


Dragonthrow

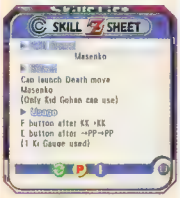
Super Dragon Fist

KID GOHAN®

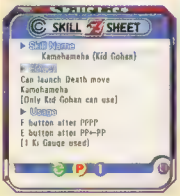
ABILITY CAPSULES



Unlock Potential (Kid Gohan®)



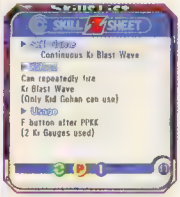
Masenko



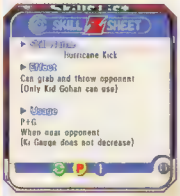
Kamehameha (Kid Gohan®)

PHYSICAL CAPSULES

Killquick



Continuous Ki Blast Wave

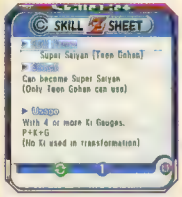


Hurricane Kick

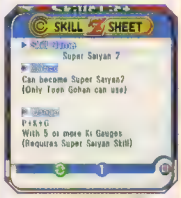
CAPSULES COMPENDIUM

TEEN GOHAN®

ABILITY CAPSULES

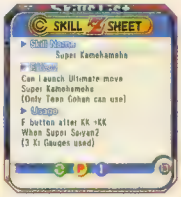


Super Saiyan (Teen Gohan®)



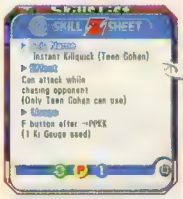
Super Saiyan 2

Kamehameha (Teen Gohan®)

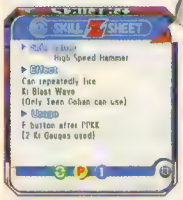


Super Kamehameha

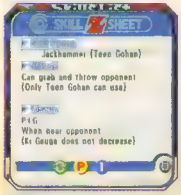
PHYSICAL CAPSULES



Instant Killquick



High-Speed Hammer

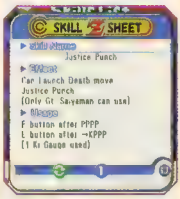


Jackhammer (Teen Gohan®)

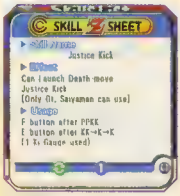
Fierce Ranma (Teen Gohan®)

GREAT SAIYAMAN™

ABILITY CAPSULES

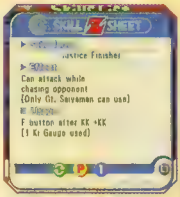


Justice Punch

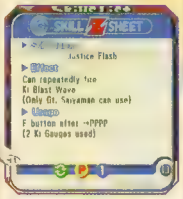


Justice Kick

PHYSICAL CAPSULES



Justice Finisher



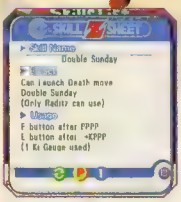
Justice Flash

Justice Dynamite

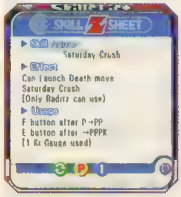
Justice Carnival

RADITZ™

ABILITY CAPSULES

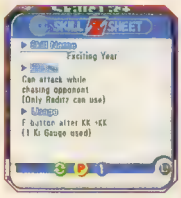


Double Sunday



Saturday Crush

PHYSICAL CAPSULES



Exciting Year

NAPPA™

Weekly Special
Can repeatedly fire Ki Blast Wave (Only Raditz can use)
F button after →PPPP (2 Ki Gauges used)

Day Crush
Can grab and throw opponent (Only Raditz can use)
P+G
When near opponent (Ki Gauge does not decrease)

Dynamite Monday
Can attack opponent with oppressive force (Only Raditz can use)
F button after →KKK (3 Ki Gauges used)

ABILITY CAPSULES

Break Cannon
Can launch Death move Break Cannon (Only Nappa can use)
F button after PPPP
E button after →KKK←K (1 Ki Gauge used)

Bomber DX
Can launch Death move Bomber DX (Only Nappa can use)
F button after →P →PP →P
E button after →KPP→P (1 Ki Gauge used)

PHYSICAL CAPSULES

Giant Attack
Can attack while chasing opponent (Only Nappa can use)
F button after KKK →K (1 Ki Gauge used)

Megaton Throw
Can grab and throw opponent (Only Nappa can use)
P+G
When near opponent (Ki Gauge does not decrease)

Breakstorm
Can attack opponent with oppressive force (Only Nappa can use)
F button after PPK (3 Ki Gauges used)

VEGETA®

ABILITY CAPSULE

Super Saiyan (Vegeta)
Can become Super Saiyan (Only Vegeta can use)
With 4 or more Ki Gauges: P+K+G (No Ki used in transformation)

Super Vegeta®
Can become Super Vegeta (Only Vegeta can use)
P+K+G
With 5 or more Ki Gauges (Requires Super Saiyan Skill)

Galick Gun (Cannon)
Can launch Death move Galik Cannon (Only Vegeta can use)
F button after PPPP
E button after P →PP
F button after →KPPP (1 Ki Gauge used)

Final Flash
Can launch Ultimate move Final Flash (Only Vegeta can use)
F button after PPKE (2 Ki Gauges used)

Big Bang Attack
Can launch Ultimate move Big Bang Attack (Only Vegeta can use)
F button after →PPPK after Super Saiyan (3 Ki Gauges used)

PHYSICAL CAPSULES

Final Bash
Can attack while chasing opponent (Only Vegeta can use)
F button after KK→KK (1 Ki Gauge used)

Meteor Flash
Can repeatedly fire Ki Blast Wave (Only Vegeta can use)
F button after →PPPP (2 Ki Gauges used)

Nose Dive Crash
Can grab and throw opponent (Only Vegeta can use)
P+G
When near opponent (Ki Gauge does not decrease)

Meteor Break (Vegeta®)
Can attack opponent with oppressive force (Only Vegeta can use)
F button after →KKK (3 Ki Gauges used)

TRUNKS®

ABILITY CAPSULES

Super Saiyan (Trunks®)
Super Saiyan (Trunks)
Can become Super Saiyan
(Only Trunks can use)
P+K+G
With 3 or more Ki Gauges
(No Ki used in transformation)

Super Trunks®
Super Trunks
Can become Super Trunks
(Only Trunks can use)
P+K+G
With 4 or more Ki Gauges
(Requires Super Saiyan Skill)

Super Trunks® 2
Super Trunks2
Can become Super Trunks2
(Only Trunks can use)
P+K+G
With 5 or more Ki Gauges
(Requires Super Trunks Skill)

Buster Cannon
Buster Cannon
Can launch Death move
Buster Cannon
(Only Trunks can use)
F button after PPPP
E button after →KPPP
(1 Ki Gauge used)

Finish Buster
Finish Buster
Can launch Death move
Finish Buster
(Only Trunks can use)
F button after P→PP
E button after KK→K→KP
(1 Ki Gauge used)

Burning Attack
Burning Attack
Can launch Ultimate move
Burning Attack
(Only Trunks can use)
F button after →PPPK
after Super Saiyan
(3 Ki Gauges used)

PHYSICAL CAPSULES

Blast Attack
Blast Attack
Can attack while
chasing opponent
(Only Trunks can use)
F button after KK→KK
(1 Ki Gauge used)

Energy Burst
Energy Burst
Can repeatedly fire
Ki Blast Wave
(Only Trunks can use)
F button after →PPPP
(2 Ki Gauges used)

Rapid Fall Slash
Rapid Fall Slash
Can grab and throw opponent
(Only Trunks can use)
P+G
When near opponent
(Ki Gauge does not decrease)

Meteor Break (Trunks®)
Meteor Break (Trunks)
Can attack opponent
with oppressive force
(Only Trunks can use)
F button after →KKK
(3 Ki Gauges used)

HUMANS

KRILLIN®

ABILITY CAPSULES

Unlock Potential (Krillin®)
Unlock Potential (Krillin)
Can Unlock Hidden Potential
(Only Krillin can use)
P+K+G
With 3 or more Ki Gauges
(No Ki used in transformation)

Kamehameha (Krillin®)
Kamehameha (Krillin)
Can launch Death move
Kamehameha
(Only Krillin can use)
F button after PPPP
E button after PP→PP
Z button after →PP→PP
(1 Ki Gauge used)

Destructo Disk
Destructo Disk
Can launch Ultimate move
Destructo Disk
(Only Krillin can use)
F button after KK→KK
When Potential Unlocked
(2 Ki Gauges used)

PHYSICAL CAPSULES

Zanku Fist (Krillin®)
Zanku Fist (Krillin)
Can attack while
chasing opponent
(Only Krillin can use)
F button after →PPKK
(1 Ki Gauge used)

Jackhammer (Krillin®)
Jackhammer (Krillin)
Can grab and throw opponent
(Only Krillin can use)
P+G
When near opponent
(Ki Gauge does not decrease)

Berserk Fist
Berserk Fist
Can attack opponent
with oppressive force
(Only Krillin can use)
F button after →PPPP
(3 Ki Gauges used)

TIEN™

ABILITY CAPSULES

SKILL SHEET
Ki Blast Cannon
Can launch Death move
Ki Blast Cannon
(Only Tien can use)
▶ Usage
F button after P→PP
E button after KK→K→KP
(1 Ki Gauge used)

Ki Blast Cannon

SKILL SHEET
Dodompa
Can launch Death move
Dodompa
(Only Tien can use)
▶ Usage
F button after PPPP
E button after →KPPP
(1 Ki Gauge used)

Dodompa

SKILL SHEET
Volleyball Fist
Can launch Ultimate move
Volleyball Fist
(Only Tien can use)
▶ Usage
F button after →PPPK
(2 Ki Gauges used)

Volleyball Fist

PHYSICAL CAPSULES

SKILL SHEET
Jackhammer Fist Flash
Can attack while
chasing opponent
(Only Tien can use)
▶ Usage
F button after KK→KK
(1 Ki Gauge used)

Jackhammer Fist Flash

SKILL SHEET
Domination Blast
Can repeatedly fire
Ki Blast Wave
(Only Tien can use)
▶ Usage
F button after →PPPP
(2 Ki Gauges used)

Domination Blast

SKILL SHEET
Jackhammer Fist
Can grab and throw opponent
(Only Tien can use)
▶ Usage
P+G
When near opponent
(Ki Gauge does not decrease)

Jackhammer Fist

SKILL SHEET
Machinegun Fist
Can attack opponent
with oppressive force
(Only Tien can use)
▶ Usage
F button after →KKK
(3 Ki Gauges used)

Machinegun Fist

YAMCHA®

ABILITY CAPSULES

SKILL SHEET
Kamehameha (Yamcha)
Can launch Death move
Kamehameha
(Only Yamcha can use)
▶ Usage
F button after P→PP
E button after →KPPP
(1 Ki Gauge used)

Kamehameha (Yamcha®)

SKILL SHEET
Wolf Fang Fist
Can launch Death move
Wolf Fang Fist
(Only Yamcha can use)
▶ Usage
F button after PPPP
E button after →PPPP
(1 Ki Gauge used)

Wolf Fang Fist

PHYSICAL CAPSULES

SKILL SHEET
Wolf Slice Fist
Can attack while
chasing opponent
(Only Yamcha can use)
▶ Usage
F button after KK→KK
(1 Ki Gauge used)

Wolf Slice Fist

SKILL SHEET
Wolf Fang Blast
Can repeatedly fire
Ki Blast Wave
(Only Yamcha can use)
▶ Usage
F button after →PPPK
(2 Ki Gauges used)

Wolf Fang Blast

SKILL SHEET
Tiger Jackhammer
Can grab and throw opponent
(Only Yamcha can use)
▶ Usage
P+G
When near opponent
(Ki Gauge does not decrease)

Tiger Jackhammer

HERCULE™

ABILITY CAPSULES

SKILL SHEET
High Tension
Can become High Tension
(Only Hercule can use)
▶ Usage
P+K+G
With 4 or more Ki Gauges
(No Ki used in transformation)

High Tension

SKILL SHEET
Dynamite Kick
Can launch Death move
Dynamite Kick
(Only Hercule can use)
▶ Usage
F button after PPPP
E button after →PPPP
F button after →PPPK
(1 Ki Gauge used)

Dynamite Kick

SKILL SHEET
Hercule Special
Can launch Ultimate move
Hercule Special
(Only Hercule can use)
▶ Usage
F button after →KPPP
When high Tension
(2 Ki Gauges used)

Hercule™ Special

SKILL SHEET
Present For You
Can launch Ultimate move
Present For You
(Only Hercule can use)
▶ Usage
F button after KK→K→E
(3 Ki Gauges used)

Present for you

PHYSICAL CAPSULES

SKILL SHEET
Hercule Critical Attack
Can attack while
chasing opponent
(Only Hercule can use)
▶ Usage
F button after P→PP
(1 Ki Gauge used)

Hercule™ Critical Attack

SKILL SHEET
Hercule Miracle Bomber
Effect: Can grab and throw opponent (Only Hercule can use)
Usage: P+G When near opponent (Ki Gauge does not decrease)

Hercule™ Miracle Bomber

SKILL SHEET
Hercule Ultra Dynamite
Effect: Can attack opponent with oppressive force (Only Hercule can use)
Usage: F button after →KKK (3 Ki Gauges used)

Hercule™ Ultra Dynamite

ALIENS

Piccolo™

Ability Capsules

SKILL SHEET
Sync With Nail
Effect: Can sync with Nail (Only Piccolo can use)
Usage: With 4 or more Ki Gauges. P+K+G (No Ki used in transformation)

Sync with Nail™

SKILL SHEET
Fuse With Kami
Effect: Can fuse with Kami (Only Piccolo can use)
Usage: P+K+G With 5 or more Ki Gauges (Requires Sync With Nail Skill)

Fuse with Kami™

SKILL SHEET
Light Grenade
Effect: Can launch Death move Light Grenade (Only Piccolo can use)
Usage: F button after PP→FP E button after →KPP→P When fused with Kami (1/2 Ki Gauge used)

Light Grenade

SKILL SHEET
Destructive Wave
Effect: Can launch Death move Destructive Wave (Only Piccolo can use)
Usage: F button after PPPP E button after →P→PP→P (1 Ki Gauge used)

Destructive Wave

SKILL SHEET
Special Beam Cannon
Effect: Can launch Ultimate move Special Beam Cannon (Only Piccolo can use)
Usage: F button after →PPP→P (2 Ki Gauges used)

Special Beam Cannon

SKILL SHEET
Hellzone Grenade
Effect: Can launch Ultimate move Hellzone Grenade (Only Piccolo can use)
Usage: F button after KKK→K When fused with Kami (3 Ki Gauges used)

Hellzone Grenade

Physical Capsules

SKILL SHEET
Instant Ki Quick (Piccolo)
Effect: Can attack while chasing opponent (Only Piccolo can use)
Usage: F button after PPK (1 Ki Gauge used)

Instant Killquick (Piccolo™)

SKILL SHEET
Demon Roundhouse
Effect: Can grab and throw opponent (Only Piccolo can use)
Usage: P+G When near opponent (Ki Gauge does not decrease)

Demon Roundhouse

SKILL SHEET
Fierce Ranma (Piccolo)
Effect: Can attack opponent with oppressive force (Only Piccolo can use)
Usage: F button after →KKK (3 Ki Gauges used)

Fierce Ranma (Piccolo™)

Zarbon™

Ability Capsules

SKILL SHEET
Monster Form
Effect: Can become Monster (Only Zarbon can use)
Usage: P+K+G With 4 or more Ki Gauges (No Ki used in transformation)

Monster Form

SKILL SHEET
Possibility Cannon
Effect: Can launch Death move Possibility Cannon (Only Zarbon can use)
Usage: F button after PPPP E button after PP→PP F button after →KPP→P (1 Ki Gauge used)

Possibility Cannon

Physical Capsules

SKILL SHEET
Hyper Elegant Magnum
Effect: Can attack while chasing opponent (Only Zarbon can use)
Usage: F Button after PPK (1 Ki Gauge used)

Hyper Elegant Magnum

SKILL SHEET
Super Beautiful Arrow
Effect: Can repeatedly lure Ki Blast Wave (Only Zarbon can use)
Usage: F button after →P→PP (2 Ki Gauges used)

Super Beautiful Arrow

SKILL SHEET
Missing Screw
Effect: Can grab and throw opponent (Only Zarbon can use)
Usage: P+G When near opponent (Ki Gauge does not decrease)

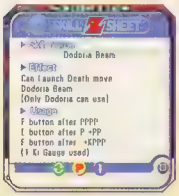
Missing Screw

SKILL SHEET
Extra Graceful Cannon
Effect: Can attack opponent with oppressive force (Only Zarbon can use)
Usage: F button after →KKK (3 Ki Gauges used)

Extra Graceful Cannon

Dodoria™

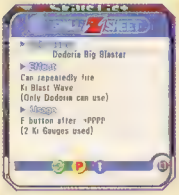
Ability Capsules



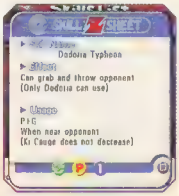
Dodoria™ Beam

Physical Capsules

Dodoria™ Ultra Spike



Dodoria™ Big Blaster

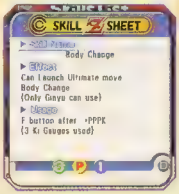


Dodoria™ Typhoon

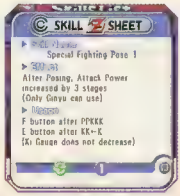
Captain Ginyu™

Ability Capsules

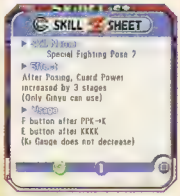
Milky Cannon



Body Change

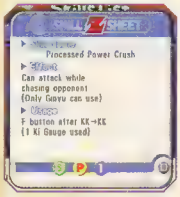


Special Fighting Pose 1

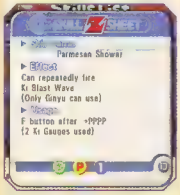


Special Fighting Pose 2

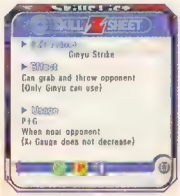
Physical Capsules



Processed Power Crush



Parmesan Shower

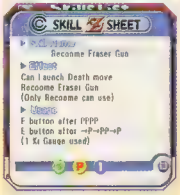


Ginyu Strike

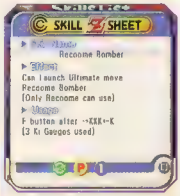
Ginyu Special

Recoome™

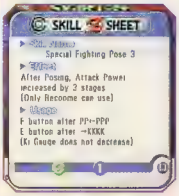
Ability Capsules



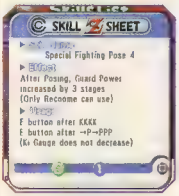
Recoome™ Eraser Gun



Recoome™ Bomber

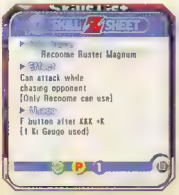


Special Fighting Pose 3

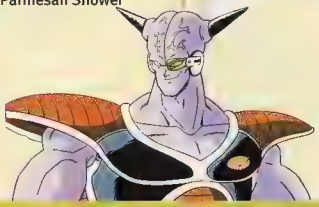


Special Fighting Pose 4

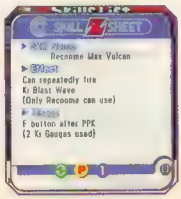
Physical Capsules



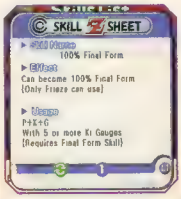
Recoome™ Buster Magnum



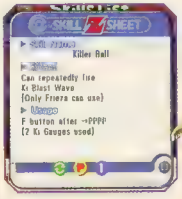
ANDROIDS™



Recoome™ Max Vulcan

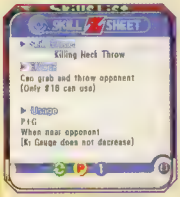


100% Final Form

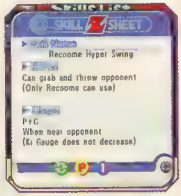


Killer Ball

ANDROID 16™

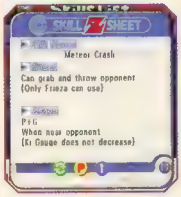


Killing Neck Throw



Recoome™ Hyper Swing

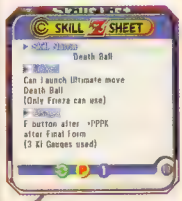
Death Beam



Meteor Crash

FRIEZA®

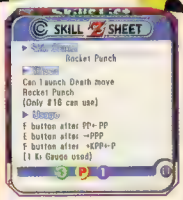
ABILITY CAPSULES



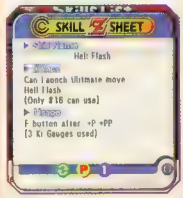
Death Ball

Evil Dance

ABILITY CAPSULES



Rocket Punch



Hell Flash

ANDROID 17™

Finishing Splash

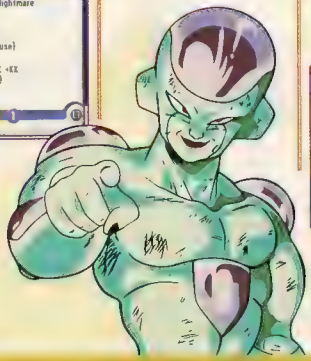
ABILITY CAPSULES

Power Blitz (#17™)

PHYSICAL CAPSULES

Frieza® Nightmare

Final Form



PHYSICAL CAPSULES

Devil Crush

SKILL SHEET
Skill Name: Energy Field (#17™)
Effect: Can launch Death move Energy Field (Only #17 can use)
Usage: F button after P→PP, E button after →PPPK (1 Ki Gauge used)

Energy Field (#17™)

SKILL SHEET
Skill Name: Power Strike (#17™)
Effect: Can attack while chasing opponent (Only #17 can use)
Usage: F button after KK →KK (1 Ki Gauge used)

Power Strike (#17™)

SKILL SHEET
Skill Name: Power Falling Star (#17™)
Effect: Can repeatedly fire Ki Blast Wave (Only #17 can use)
Usage: F button after →PPPP (2 Ki Gauges used)

Power Falling Star (#17™)

SKILL SHEET
Skill Name: Buster Swing (#17™)
Effect: Can grab and throw opponent (Only #17 can use)
Usage: P+G When near opponent (Ki Gauge does not decrease)

Buster Swing (#17™)

ANDROID 18™

Ability Capsules

SKILL SHEET
Skill Name: Power Blitz (#18™)
Effect: Can launch Death move Power Blitz (Only #18 can use)
Usage: F button after PPPP, E button after →KPPP (1 Ki Gauge used)

Power Blitz (#18™)

SKILL SHEET
Skill Name: Energy Field (#18™)
Effect: Can launch Death move Energy Field (Only #18 can use)
Usage: F button after P→PP, E button after →PPPK (1 Ki Gauge used)

Energy Field (#18™)

Physical Capsules

SKILL SHEET
Skill Name: Power Strike (#18™)
Effect: Can attack while chasing opponent (Only #18 can use)
Usage: F button after KK →KK (1 Ki Gauge used)

Power Strike (18™)

SKILL SHEET
Skill Name: Power Falling Star (#18™)
Effect: Can repeatedly fire Ki Blast Wave (Only #18 can use)
Usage: F button after →PPPP (2 Ki Gauges used)

Power Falling Star (#18™)

SKILL SHEET
Skill Name: Buster Swing (#18™)
Effect: Can grab and throw opponent (Only #18 can use)
Usage: P+G When near opponent (Ki Gauge does not decrease)

Buster Swing (#18™)

ANDROID 19™

Physical Capsules

SKILL SHEET
Skill Name: Photon Shot
Effect: Can launch Death move Photon Shot (Only #19 can use)
Usage: F button after PPPP, E button after P→PP, F button after →KPPP (1 Ki Gauge used)

Photon Shot

SKILL SHEET
Skill Name: Life Drain
Effect: Can launch Ultimate move Life Drain (Only #19 can use)
Usage: F button after KK+K (3 Ki Gauges used)

Life Drain

Physical Capsules

SKILL SHEET
Skill Name: Power Break
Effect: Can attack while chasing opponent (Only #19 can use)
Usage: F button after KK→KK (1 Ki Gauge used)

Power Break

SKILL SHEET
Skill Name: Rolling Crush
Effect: Can grab and throw opponent (Only #19 can use)
Usage: P+G When near opponent (Ki Gauge does not decrease)

Rolling Crush

SKILL SHEET
Skill Name: Cybernetic Pain
Effect: Can attack opponent with oppressive force (Only #19 can use)
Usage: F button after →PPPP (3 Ki Gauges used)

Cybernetic Pain

CELL™

Ability Capsules

SKILL SHEET
Skill Name: Second Form
Effect: Can become Second Form (Only Cell can use)
Usage: P+K+G With 3 or more Ki Gauges (No Ki used in transformation)

Second Form

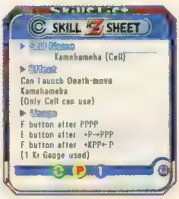
SKILL SHEET
Skill Name: Perfect Form
Effect: Can become Perfect Form (Only Cell can use)
Usage: P+K+G With 4 or more Ki Gauges (Requires Second Form Skill)

Perfect Form

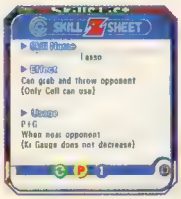
SKILL SHEET
Skill Name: Perfect Form (Power Weighted)
Effect: Can become Power Weighted Perfect Form (Only Cell can use)
Usage: P+K+G With 5 or more Ki Gauges (Requires Perfect Form Skill)

Perfect Form (Power-Weighted)

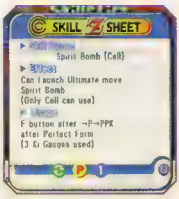
MISCELLANEOUS



Kamehameha (Cell™)



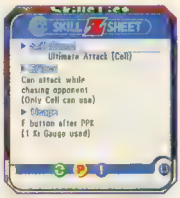
Lasso



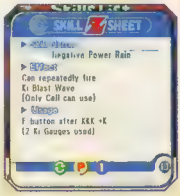
Spirit Bomb (Cell™)

Cybernetic Radar (Cell™)

Physical Capsules

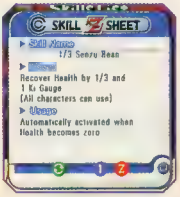


Ultimate Attack (Cell™)

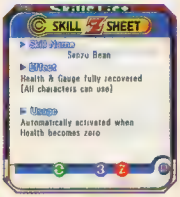


Negative Power Rain

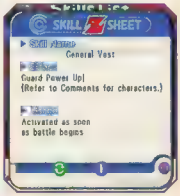
Support Capsules



1/3 Senzu Beam

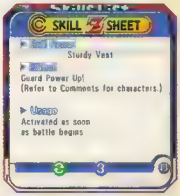


Senzu Beam



General Vest

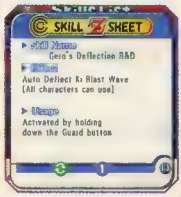
Training Vest



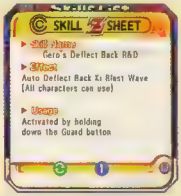
Sturdy Vest

Mysterious Vest

Gero's™ Energy R&D

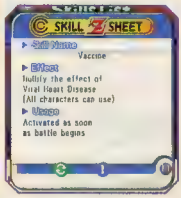


Gero's™ Deflection R&D



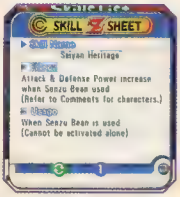
Gero's™ Deflect-Back R&D

Viral Heart Disease

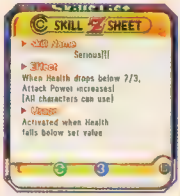


Vaccine

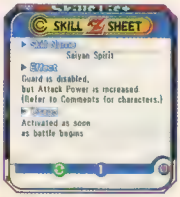
Super Holy Water



Saiyan Heritage



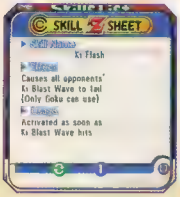
Serious!!!



Saiyan Spirit

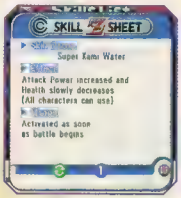
Two Star Dragon Ball®

Seven Star Dragon Ball®



Ki Flash

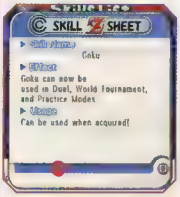
Rage!



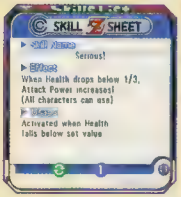
Super Kami™ Water

Three Star Dragon Ball®

System Capsules



Goku®

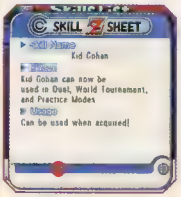


Serious!

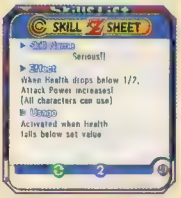
Rage!!

Gero's™ Perpetual Energy R&D

Four Star Dragon Ball®



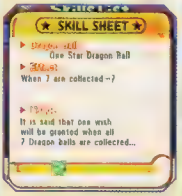
Kid Gohan®



Serious!!

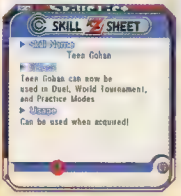
Rage!!!

Dragon Ball®

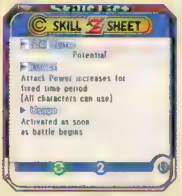


One Star Dragon Ball®

Five Star Dragon Ball®



Teen Gohan®

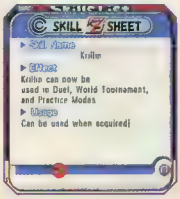


Potential

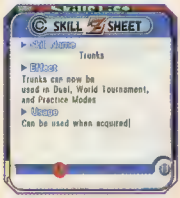
Six Star Dragon Ball®

CAPSULES COMPENDIUM

Vegeta®



Krillin™



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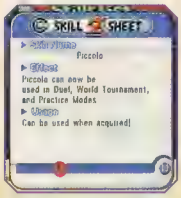

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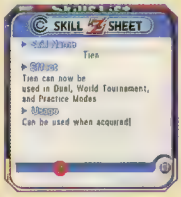

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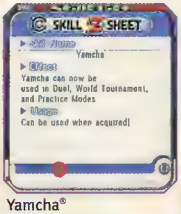

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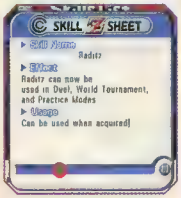

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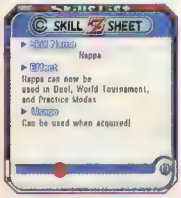

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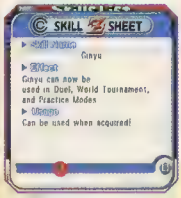

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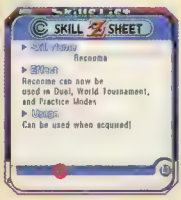

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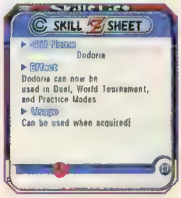
Zarbon™



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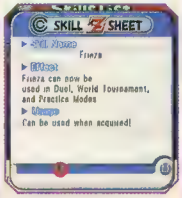
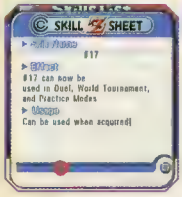
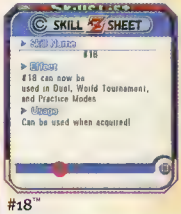


Frieza®

#16™



Android 17™



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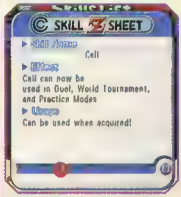
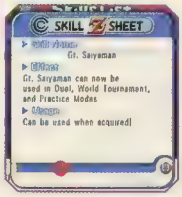
#19™

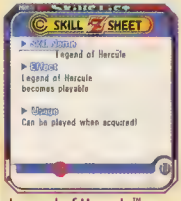


Cell™

Hercule™



Gt. Saiyaman™



Legend of Hercule™

World Tournament (Novice)

World Tournament (Adept)

World Tournament (Advanced)

SECRETS OF BUDOKAI™

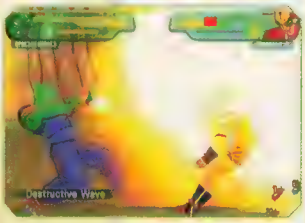
WHAT? YOU WANT MORE?

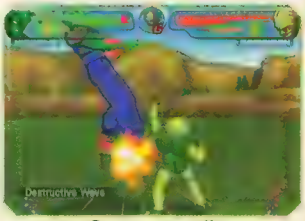
Well, you're going to get it! *Dragon Ball Z® Budokai™* has a bevy of super-cool extras to unlock and play with after you've beaten the main Story mode and collected certain items at Mr. Popo's™ Shop. Everything contained herein is *spoiler* material, so if you don't want to know, stop reading!

MORE STORY MODE

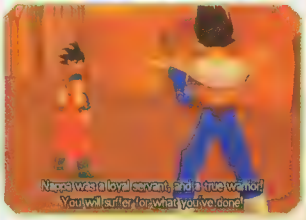
So you've beaten all three chapters of Story mode, but you're itching for more? The good news is that after you beat the initial set, you can go through again and take a different route on certain episodes. For example, in the initial chapter, three new sub-chapters have been introduced that fit in with the previously available chapters. Here's a list (with screens) of what you can expect in each story.

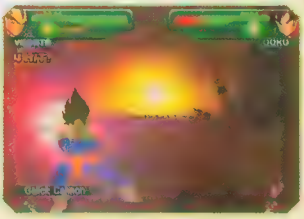
STORY MODE: SAIYAN



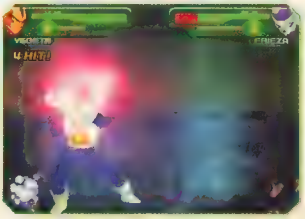


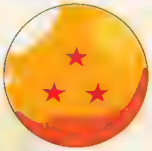
SAIYAN ATTACK!!





Story Mode: Namekian





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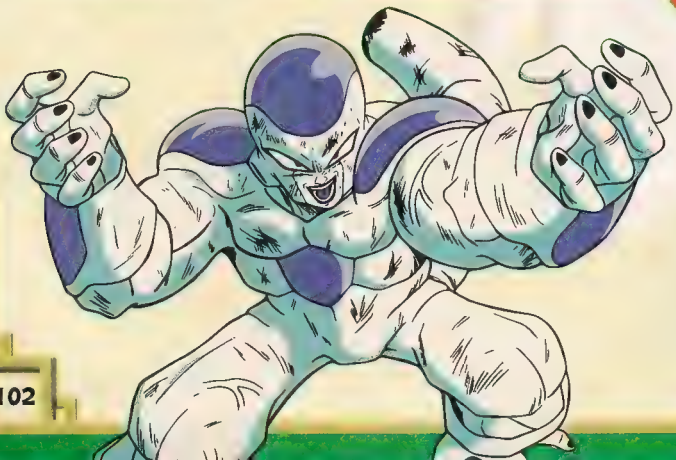
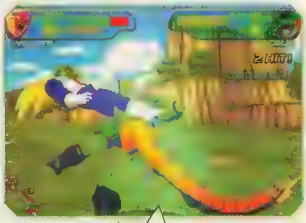
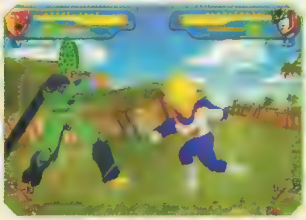
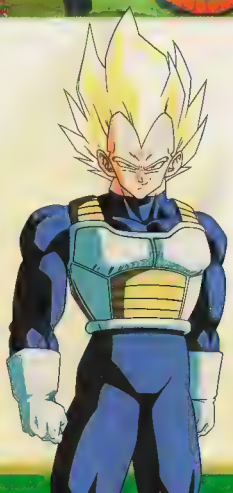
Story Mode: Android™









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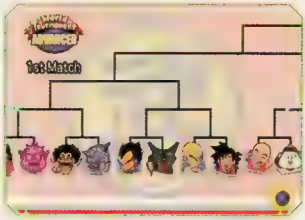
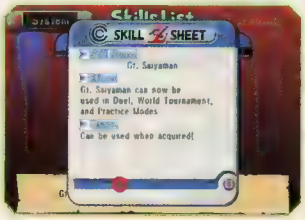
LEGEND OF HERCULE™

To unlock the Legend of Hercule mode, you must beat the Story mode all the way through twice on any difficulty level. After you beat Story mode twice, you must beat World Tournament mode in Novice level. Afterward, go to Mr. Popo's™ and you can buy the Adept level for World Tournament mode. Beat World Tournament in Adept level, return to Mr. Popo's™ Skill Shop, and buy Advanced level. Immediately after buying Advanced level, the Legend of Hercule mode will be available in the recommended slot at Mr. Popo's™ Skill Shop.

Take Hercule™ through his very own Story mode and witness the comedic exploits throughout.

GREAT SAIYAMAN™ REVEALED!



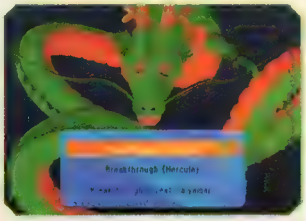


To unlock Gohan's® final variation, you'll have to strong-arm your way through the World Tournament and beat the game on the Advanced setting. This is tough stuff, kids, so buckle down and hone those fighting skills as best you can. It's a long way up that mountain....

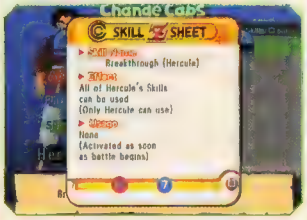
THE POWER OF THE DRAGON BALLS®

Once you collect all seven Dragon Balls®, head to the "Skills List" heading in the Edit Skills section and scroll to the Dragon Balls® screen.

Highlight the balls and you'll be asked if you wish to summon the mighty dragon Shenron™.



Agree, and you'll be whisked into the presence of this fearsome-looking beast. Despite all the razor sharp teeth and claws, all he wants to do is grant you a wish. Awwwwww.



This gives you access to the super secret Breakthrough Capsules! Pick one and prepare to have your wish granted.

Capsule in hand, head to the Change Caps screen and scroll to the character whose Breakthrough Capsule you obtained. Place it in the Custom Tray and you now have access to *all* of that character's skills when you choose "Custom" from the Character Select screen!

Now you'll have to re-collect the Dragon Balls® so you can get the Breakthrough Capsules for the other 22 fighters—see you in a few months!

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DRAGON BALL Z® INTERVIEW

Chris Lundeen, the Associate Producer of *Dragon Ball Z®: Budokai™*, took some time out of his extremely hectic schedule to sit down and answer some questions and offer some insights into the development of *Dragon Ball Z® Budokai™*.

PRIMA: How long has the game been in development?

CHRIS LUNDEEN: The game has been in development for over 2 years.

PRIMA: How many people worked on it?

CHRIS: On the production side, over 30. On the development side, over 50.

PRIMA: Who is the project lead?

CHRIS: Mike Cucchiarella is the Senior Producer on all DBZ titles. I am the Associate Producer on the console games.

PRIMA: What else have you guys worked on?

CHRIS: *Dragon Ball Z®: Legacy of Goku®* and the *Dragon Ball Z® Collectible Card Game.*

PRIMA: What games inspired the fighting system?

CHRIS: While I can't speak for the team, I think it's apparent that it was influenced by some of the more popular fighting games available now.

PRIMA: Unlike most *Dragon Ball Z®* fighting games, the emphasis in *Budokai™* is on close-quarters combat instead of the "hurl giant bolts of energy at one another from miles away" variety (a nice change of pace). Was there ever any talk of making it along the lines of the older titles?

CHRIS: No. The reason for going with the close combat was to make the game stand out from its predecessors. There were a lot of complaints of slow fights. There was no real advantage to get in close to throw a few punches when you could just stand back and rip a few fast balls of energy at your opponent.

PRIMA: Sticking with the older titles for a sec, was there ever any discussion about making this game 2-D instead of 3-D like 99 percent of the older *Dragon Ball®* titles?

CHRIS: No. That idea never came up. Partially because we came into the project after it had already begun. And, also, with the technology of the PS2, they were really able to capture *Dragon Ball Z®* in a way not possible until now.

DRAGON BALL Z® INTERVIEW

PRIMA: It's clear that a lot of time and energy went into this game. That being said, was there anything that you wanted to include but didn't (or couldn't)?

CHRIS: As a fan myself, I would have loved to have seen more characters. But the game already touts a hefty 23 which, I believe, is more then any fighting game out there now. Otherwise, we are very happy with the way the game has turned out.

PRIMA: How hard was it realizing your vision on the PlayStation 2?

CHRIS: Fortunately, the very talented group over at Dimps (the developers) already had something stewing when we were introduced to them.

PRIMA: While the character coloring is great, did you ever consider using cel-shading?

CHRIS: If you look closely, they did use some layering techniques on the characters. It doesn't look like *Jet Set Radio*, but there is layering. That's what makes them look so close to the characters from the series.

PRIMA: Was there ever any talk of including a tag or four-player mode?

CHRIS: Unfortunately, no. The game was already past design concept when we came into the project. We had thought about it, but did not want to have to start from the beginning, especially with how well the game was looking so early on.

PRIMA: I'm sure *Dragon Ball Z*® fans would love to know why has it taken so long for a new fighting game to come out?

CHRIS: I think everyone realized, that to make a *Dragon Ball Z*® game that would live up to the standards of the fans, the technology would need to get better. So when the PS2 first came out, that gave everyone the opportunity to make a solid game that the fans would love. Being a fan myself, I have to say, it has been a real treat to work on this project. I mean, what fan would not want to play-test a *Dragon Ball Z*® game as their job?

PRIMA: Will this game see light on any other consoles, such as GameCube or Xbox?

CHRIS: I really can't say, but don't rule it out!

PRIMA: The voice acting is terrific! How much of it is original material?

CHRIS: As you have probably heard in the game, the voice actors from the series were brought in to do the voiceovers in the game. FUNimation® was kind enough to gather up all the original voice actors to read the scripts. Most of the phrases you hear the characters say just before the Duel and Practice mode battles are unique to the game.

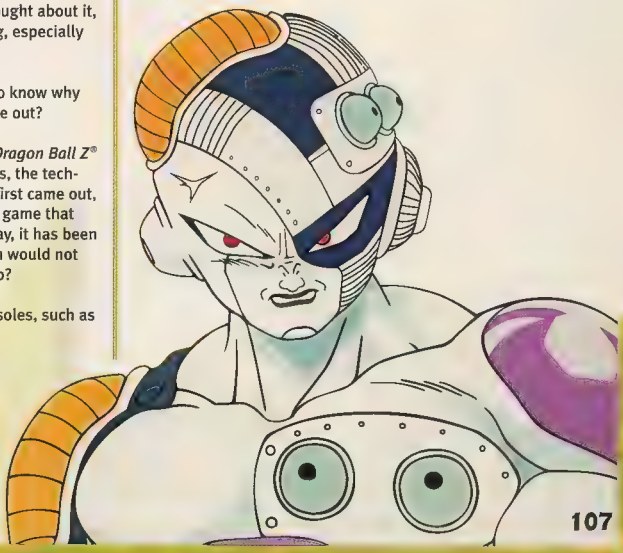
PRIMA: While this may be a bit premature, is there a good chance we'll see a sequel? In other words, are you planning to do one as of today?

CHRIS: We are definitely looking into working on more *Dragon Ball Z*® games.

PRIMA: Anything you'd like to say to the hardcore *Dragon Ball Z*® fans?

CHRIS: This is an exciting time right now. Technology in gaming has really showed us things we never thought possible. Especially if you grew up with the older home gaming systems. Expect to see more great *Dragon Ball Z*® games in the near future!

Prima would like to thank Chris for taking the time to answer our questions!



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GET READY FOR THE BATTLE AHEAD

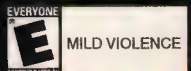
DRAGON BALL Z®

LEGENDARY SUPER WARRIORS™

on GAME BOY COLOR Now Available!

Also Available!

www.dragonballz.com



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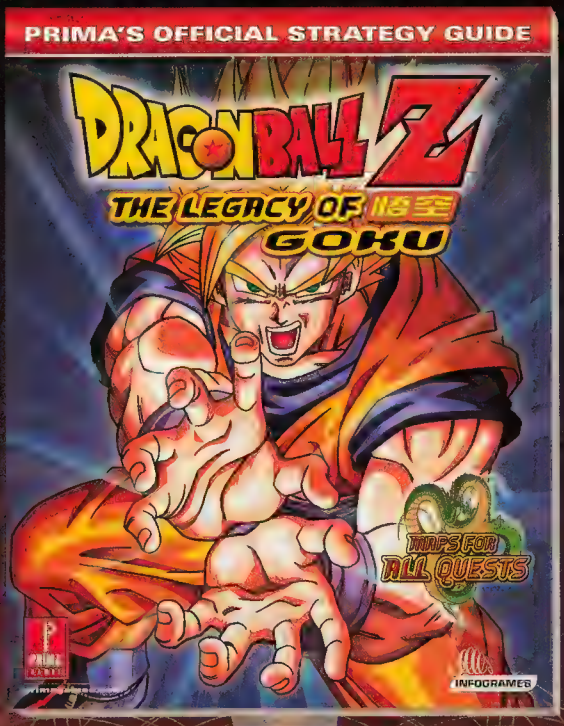

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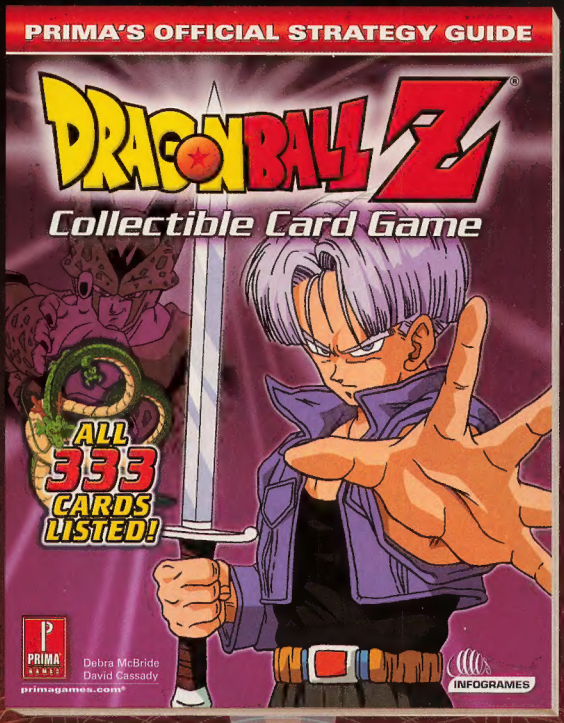

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